

December 1984

The Byte Stuff: Special Computer Games Section

\$1.75

GAMES

The Impossible Christmas

Not all these gifts will be under the tree Christmas morning, because some of them simply can't exist in reality. Can you find the impossible ornament and 16 other visual paradoxes?

Answers, page 76





PLAYERS GO PLACES



Easy-going taste in
a low tar.

Regular and Menthol
Kings and 100s

Warning: The Surgeon General Has Determined
That Cigarette Smoking Is Dangerous to Your Health.

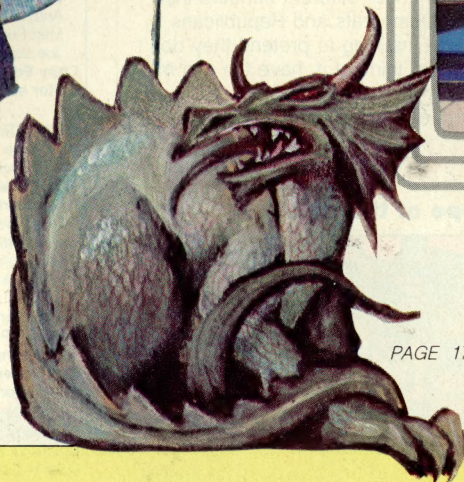
Kings: 12 mg "tar," 1.0 mg nicotine—100's: 14 mg "tar,"
1.1 mg nicotine av. per cigarette, by FTC method.



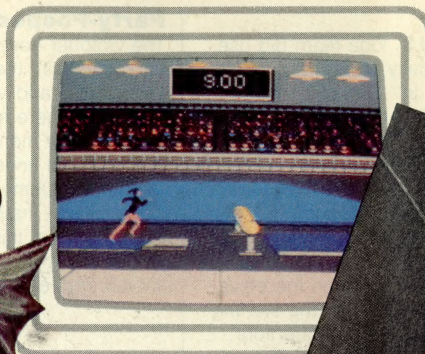
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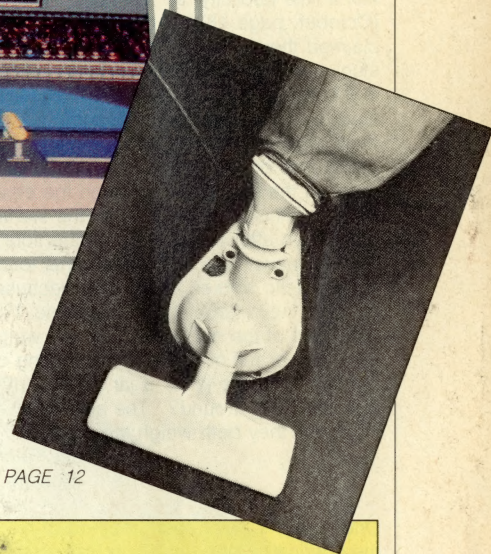
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Difficulty Rating

Smooth Sailing ★

Uphill Climb ★★

Proceed at Your Own Risk ★★★

Mixed Bag ★★

Cover Illustration Andrea Baruffi **Puzzle** Mike Shenk and Don Wright

LETTERS

More Toddling

It sounds as if the U.S. luge team did use teamwork and creativity, but only to get itself a little publicity. In "Son of Toddler" (October, page 46) the team members claimed they alleviated the weight on a stuck, overcrowded elevator by jumping up at the same time. But if the elevator was stuck only because it was overloaded, their tactic wouldn't work. When the team pushed up off the floor it temporarily increased the downward force on the elevator floor. This force reverted to the starting point soon after the players left the floor, but was never less than the original force. If their tactic worked it was only because in jumping they shook something loose. I'm reminded of the old teaser: "Which weighs more—a jar full of flies that are resting on the bottom of the jar or a jar full of flies that are flying around?" The answer of course is they both weigh the same.

Mark Pelofsky
Boston, MA

One reader's "foolproof" method of remembering to take her lunch was less than perfect. She wrote to say that she put her keys in the refrigerator with her lunch, confident that she'd have to remember the keys before leaving the house. I tried that once . . . too bad I left with neither, and locked myself out to boot! I had to break into my own home and got to work late.

Heaven help the absentminded. Nowadays I simply eat out . . . when I can remember where I'm parked.

Toni Marsack
Detroit, MI

LAUNDRY

If a reader finds a significant error of fact or a mistake that affects the play of a game, and we agree the slip needs to be laundered, we'll print the first or best letter and send the writer a GAMES T-shirt.

Mistakes: October

★ Here's hoping Trivial Pursuit inventor Chris Haney didn't really make the T.P. card correction you say he did (Gamebits, page 8)—the answer to "What is the name of Red Skelton's lovable hobo character?" really is Freddie the Freeloader.

Virginia B. West
Richmond Dale, OH

"How many rows of whiskers does a cat have?" The Trivial Pursuit answer (and that of the cat) is four, not three.

Linda Foster
Pittsburgh, PA

Party-Pooped

The October cover claims to have found a candidate with the best features of all four Presidential and Vice Presidential candidates. But there are more than those four. Many worthy men and women run for the White House under different banners than the familiar Democrats and Republicans, and it seems insulting to pretend they don't exist. Come to think of it, have the two major parties done such a good job that we should ignore all other candidates?

Greg Burton
Philadelphia, PA

Envelope of the Month



Joan E. Hoseman
Highland Park, IL

Letter of the Month

In the crossword puzzle "Associations" (September, page 33), the answer listed for the clue "Green people" was "Martians." However, the correct answer is "Uranians." Martians, according to the *Encyclopedia Galactica*, are pale maroon. Thank you for your attention to this matter.

Tom Nicolazzo
Warsaw, NY

Apparently everyone *doesn't* know what the Big Apple is—instead of "New York City" your answer is "the Big Apple."

Sally Aldas
Cincinnati, OH

★ In clue K of the Double Cross (page 36), the blank labeled 82 should have been 83.

Shaun Liles
Portsmouth, OH

September

★ In the quiz "Measure for Measure" (page 29), you list 102.7 MHz as a radio wavelength. Actually, this is a radio frequency, a measurement that inversely relates to a wavelength.

J. C. Winkler
Lexington, NC

★ In the upper left of the "Good Heavens!" collage (page 48) is a medal you've identified as a bronze star. Actually, it's a silver star, as indicated by the colors of the ribbon and the small silver star in its center.

Joan Price
Bradenton, FL

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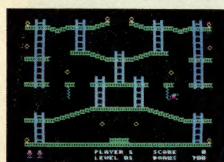
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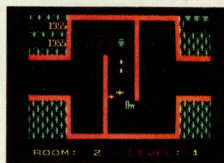


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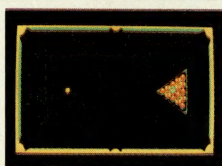
"What was the name of Pancho's horse on The Cisco Kid?" and 4,999 other infuriating questions. Requires color display or TV.

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GAMEBITS

Edited by Curtis Slepian

A D & D Decade

Nearly a decade ago, when Rich Reiss was a sophomore at Princeton, he began playing a game different from any he had played before. It had no board, no winners or losers, and no precise ending, and all the players had to pretend to be characters out of some Tolkien-like universe. The game was Dungeons & Dragons, the granddaddy of role-playing games, and today, as it celebrates its 10th anniversary, Reiss and his friends, as well as millions of other aficionados, continue to play it—much to Reiss's surprise. "I certainly never thought it would have anything more than a small constituency," he said.

Small constituency, indeed. In the 10 years since D & D began as a quirky underground phenomenon among lovers of fantasy and science fiction, it has become as American as, if not apple pie, then egg fooyong. It is popular enough to have been used in the opening scene of *E.T.*, and is middle-class enough for D & D books, maps, and other paraphernalia to be sold in such outlets as K-Mart and Sears. TSR, a Lake Geneva, Wisconsin, firm, bought the game in 1975 from its authors, Gary Gygax and David Arneson. This year the company hopes to rake in a gross profit of \$40,000,000 from the game and such related products as coloring books, action figures, jigsaw puzzles, fantasy books, and a Saturday morning cartoon show. D & D has spawned scores of imitators, fantasy role-playing games with names like RuneQuest and Swords & Sorcery.

Naturally, explanations for its popularity abound. Some have called it a rebellion against passive entertainment; a tapping of archetypal Jungian forces; an outlet for aggression.

Rich Reiss and his group of ex-Princetonians took time off recently from their own D & D game to reflect on the phenomenon. In their other lives they may be systems analysts, law students, and painters, but here they were hobbits and clerics and dwarfs.

"When we first started playing in college," the hobbit said, "we spent so much time at D & D that it got in the way of our studies. But in other generations, we would have stayed up all night playing poker or pool."

Said the dwarf, "For all of us, the major drawing card of D & D was that

it was a way of getting together with people. It had a set of rules you could fit into."

As they got older, agreed the players, their interest shifted from competition and violence to realism. "Only once in the last few years have I been in a him-or-me situation,"

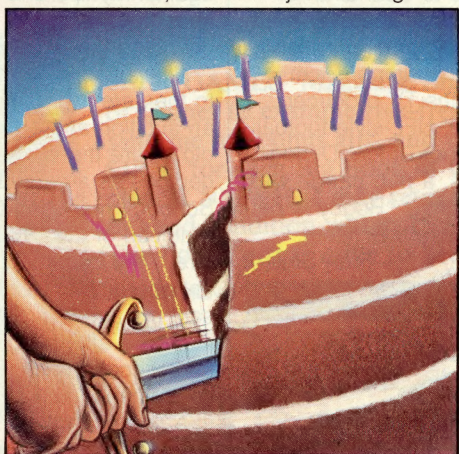
said one. "We were stuck in a pit together and I must admit I started thinking about cannibalism."

Nor is mock violence the game's only attraction to the latest generation of D & D players. Says Charlie Gibbons, an eighth-grader from Brooklyn, New York, "When you're just looking for something to kill, it limits the game. Though if you're up against 20 orcs, you have no choice."

As did his D & D elders, Charlie and his friends find the game an ideal way to overcome their shyness. "It's a lot easier to talk with role playing," explains Charlie, "because you can express yourself through your character."

One seasoned player we know agrees about the social benefits of D & D, but adds, "It may be that anyone who spends 90 percent of his time in role-playing games is a little weird."

If that's the case, look for another decade of weirdness. —Philip Ross



Purple Reign

Whenever Jean Rath hears the song "America the Beautiful," she feels a special shiver of excitement at the words "purple mountains majesty." Rath isn't more patriotic than the next person, she's just more passionate about the color purple.

Rath is a social worker living in Santa Maria, California, and her life revolves around the purple band of the spectrum. Some 23 years ago she made a "total commitment" to the color and all its shades, and this commitment has become, in her words, "a full-blown syndrome." The color scheme of Rath's house is purple and more purple, down to rugs, staplers, telephones, files, stationery, pens and pencils; she owns a purple credit card and three purple thermos bottles. If she can't get the clothes she wants in purple, she dyes them. Even Rath's snow-white hair is rinsed purple.

Why this singular devotion? "It's a beautiful color," she says, as if stating the obvious. "It's the inside of the rainbow."

Rath claims there are about 6,000 other "purple people," as she calls them, in the U.S., and can't understand why some folks find it strange. "If you're a yellow, blue, or green freak, nobody thinks it odd."

Though Rath herself admits to youthful flings with green and yellow, today purple is "not my favorite color, it's the *only* color. I consider myself monochromatic."

—C. S.

Rath deserves the purple heart award.



PHOTOGRAPH BY JOEL REIMAN

Football With an English Accent

As the pigskin season gets into high gear, fans are fervently following the game in such hotbeds of football as Green Bay, Wisconsin; Dallas, Texas; and London, England.

London, England?

Professional football was introduced to Britain three years ago via a weekly TV show, and the blokes have taken to it like the Los Angeles Raiders take to sacking quarterbacks. Pub patrons who used to argue the finer points of rugby now debate such issues as the job of a nose guard and the identity of Dandy Don.

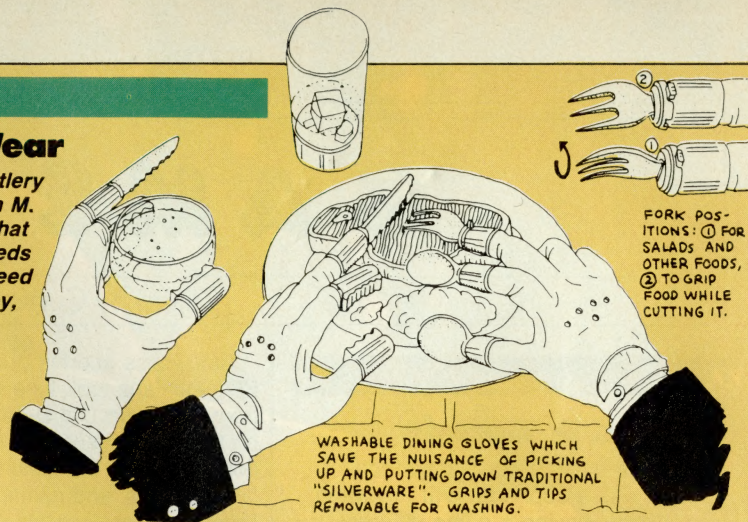
Since American football still isn't every Briton's cup of tea, it must be molded to fit the national taste. The taped broadcast games—which the British insist are “matches”—are compressed, by cutting out some of the duller plays, into 45–50 minutes, with British announcers patiently explaining—and re-explaining—the rules and strategies. The show's producer, Derek Brandon, doesn't expect that to change. “There's not a lot of history of live sport on British TV,” he explains. Besides, he adds, “I actually think we improve the game by shortening it,” something with which a lot of football widows would agree.

For a full-length exhibition pro game, fans must travel to London. The first, played in August 1983, pitted the Minnesota Vikings and the St. Louis Cardinals at Wembley Stadium, and drew 37,000 fans, a turnout that gratified promoter John Marshall. “The press had predicted 10,000 people at most. After all, the top British soccer matches usually draw under 25,000.” He's signed a three-year contract for promoting more pro exhibitions.

Marshall thinks there are some serious reasons why U.S. football is ready to tackle that *other* brand of football—soccer—for the hearts of British fans: “There are too many soccer games,

Silver Wear

This handy cutlery is from Steven M. Johnson's “What The World Needs Now” (Ten Speed Press, Berkeley, CA, \$7.95), a collection of playful inventions.



too many teams. The quality isn't there.” Moreover, violence among fans for rival soccer teams is no longer rare, and “families stay away. With U.S. football, the violence stays on the field.”

Will football's appeal continue to spread? Marshall sold the TV rights to the exhibition game to Scandinavia, Germany, South Africa, and even Saudi Arabia. Teams are forming in Italy and Japan. “American imperialism strikes again,” laughs TV producer Brandon. Of course, NFL-style football doesn't impress every Briton. During one televised game, a pub patron was overheard commenting, “Rugby is better. Rugby players use their teeth.”

—Fran Severn

Not Ready for Late Night

Some people dream of becoming statesmen or movie stars or Olympic athletes. My secret ambition is to be a stupid human act on *Late Night With David Letterman*.

Every month or so, Letterman sandwiches between the usual round of celebrity interviews “stupid human tricks”—brief stunts so stupid not even the Three Stooges on their worst day would have done them. In the past, stupid humans have performed such remarkably dumb feats as blowing a saliva bubble with cigarette

smoke inside, jumping headfirst into a Styrofoam cup, and reciting the names of the U.S. Presidents while simultaneously hopping on a pogo stick and juggling three balls.

What's my talent? I play the ruler. I make music by placing a ruler—wooden, for the best resonance—flat against my lips and tapping it with my fingertips; notes are produced by changing the position of the mouth.

After describing my skill in a letter to the *Late Night* staff, I was called for an audition at the New York City studio where the show is taped. Though nervous as a candidate for the Juilliard School, I managed to give a rousing rendition of the “William Tell Overture,” my trademark. The show's talent coordinator, a discerning woman, said my act was “interesting.”

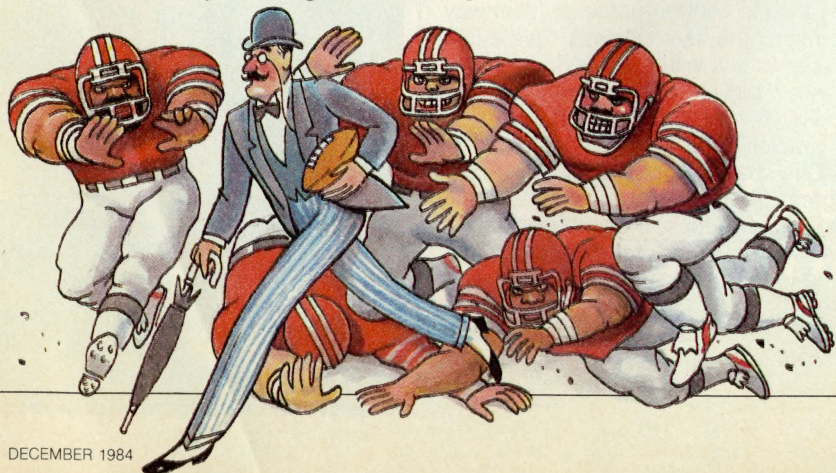
Weeks afterward, I was called back for a second audition. At the studio, six humans aspiring to stupidity waited in a reception area, hoping they had the right stuff. This was it! If I played the ruler as it was meant to be played, a star would be born—I'd be hobnobbing with Letterman, Paul Schaffer, and Larry “Bud” Melman. Finally, my turn came and I made the most of it. I was the Rubinstein of the ruler.

Brimming with confidence, I broke into an encore—the Maxwell House coffee theme song. The show's producer seemed quietly impressed.

But a month later my career in show biz came to an abrupt halt. The *Late Night* staff informed me that my act was too musical, too static, and, most important, not stupid enough. Instead, they chose from my group a woman who played “Yankee Doodle Dandy” by squeezing air through her palms.

The blow was softened somewhat when NBC kindly sent me a *Late Night* sponge, the coveted souvenir Letterman occasionally offers guests. But that didn't fulfill my dream—not by a long shot. I won't rest until I can one day say that I was one of the proud, the few, the stupid.

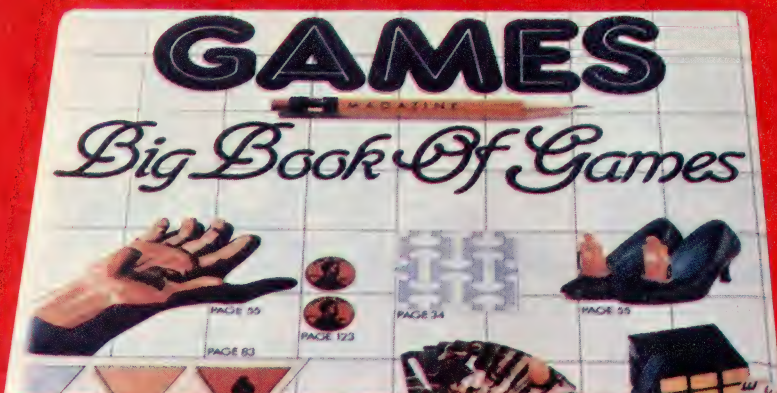
—B. S.



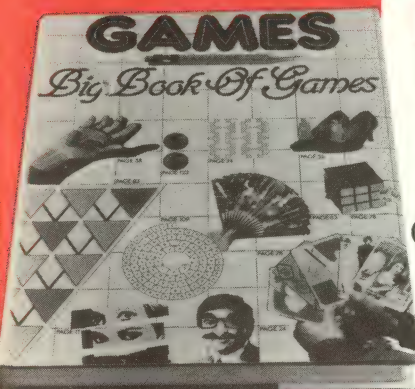
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Football With an English Accent

As the pigskin season gets into high gear, fans are fervently following the game in such hotbeds of football as Green Bay, Wisconsin; Dallas, Texas; and London, England.

London, England?

Professional football was introduced to Britain three years ago via a weekly TV show, and the blokes have taken to it like the Los Angeles Raiders take to sacking quarterbacks. Pub patrons who used to argue the finer points of rugby now debate such issues as the job of a nose guard and the identity of Dandy Don.

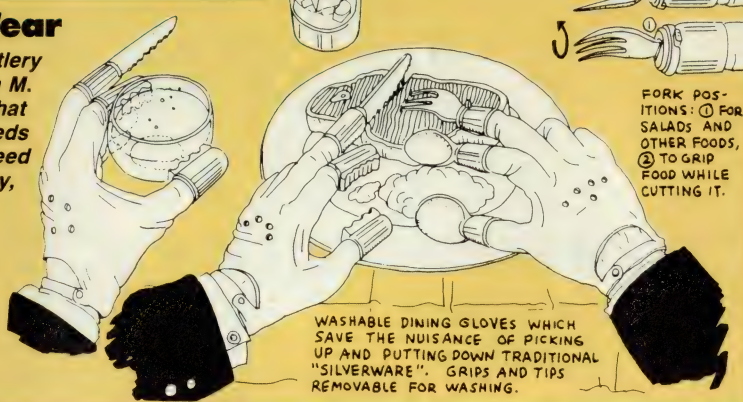
Since American football still isn't every Briton's cup of tea, it must be molded to fit the national taste. The taped broadcast games—which the British insist are "matches"—are pressed, by cutting out some of the duller plays, into 45–50 minutes, and British announcers patiently explaining—and re-explaining—the rules and strategies. The show's producer, Derek Brandon, doesn't expect the change. "There's not a lot of history in live sport on British TV," he explains. Besides, he adds, "I actually think it will improve the game by shortening it, something with which a lot of football widows would agree."

For a full-length exhibition pro game, fans must travel to London first, played in August 1983, pitting the Minnesota Vikings and the St. Louis Cardinals at Wembley Stadium, and drew 37,000 fans, a turnout that grieved promoter John Marshall. "The press had predicted 10,000 people most. After all, the top British soccer matches usually draw under 25,000. He's signed a three-year contract promoting more pro exhibitions."

Marshall thinks there are some obvious reasons why U.S. football is ready to tackle that *other* brand of football—soccer—for the hearts of British fans: "There are too many soccer games,

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too many teams. The quality isn't there." Moreover, violence among fans for rival soccer teams is no longer rare, and "families stay away. With U.S. football, the violence stays on the

smoke inside, jumping headfirst into a Styrofoam cup, and reciting the names of the U.S. Presidents while simultaneously hopping on a pogo stick and juggling three balls.

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day would have done them. In the past, stupid humans have performed such remarkably dumb feats as blowing a saliva bubble with cigarette

coffee theme song. The show's producer seemed quietly impressed.

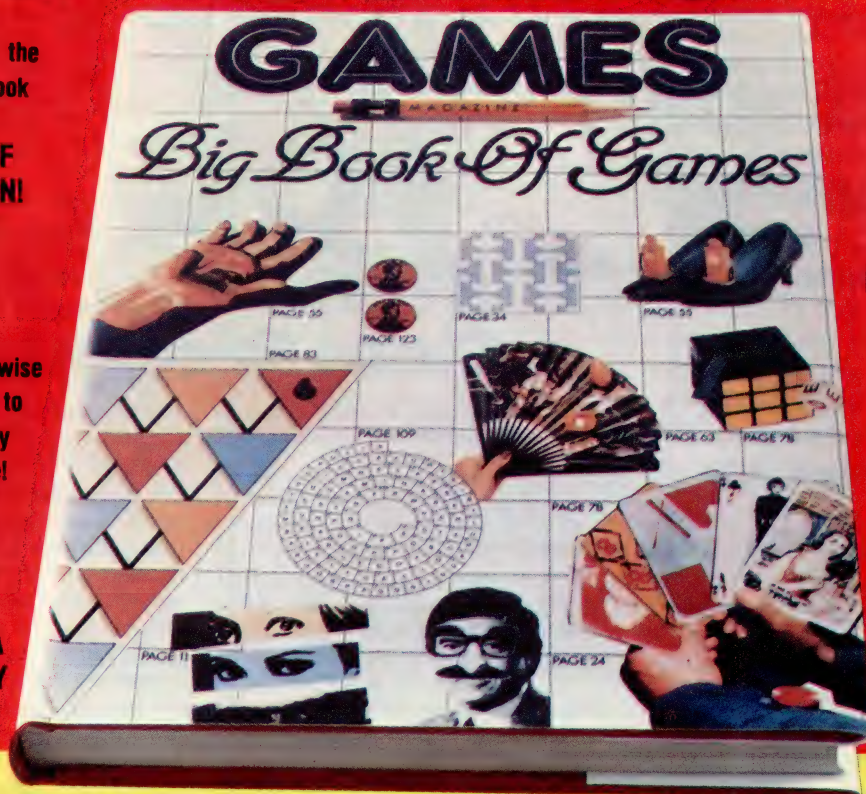
But a month later my career in show biz came to an abrupt halt. The *Late Night* staff informed me that my act was too musical, too static, and, most important, not stupid enough. Instead, they chose from my group a woman who played "Yankee Doodle Dandy" by squeezing air through her palms.

The blow was softened somewhat when NBC kindly sent me a *Late Night* sponge, the coveted souvenir Letterman occasionally offers guests. But that didn't fulfill my dream—not by a long shot. I won't rest until I can one day say that I was one of the proud, the few, the stupid.

—B. S.

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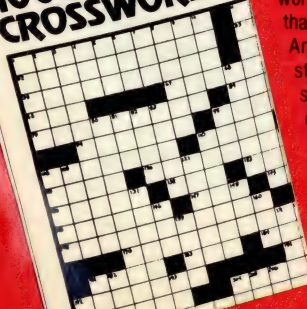
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LOGIC



Claus Encounters

LETTER PERFECT

★

by Raymond Stuart

Mr. S. Claus knocked the ashes out of his pipe and onto the workshop floor—an unsanitary habit which years of scolding from his attendant elves had done nothing to rectify. He was at this crucial hour a sorely agitated man, and perhaps with good cause. The time was 11 P.M. on Christmas Eve, and a slew of chores remained to be done. The understaffed elves were feverishly re-checking lists, greasing the runners of the sleigh, cleaning and pressing the fat man's red suit, and grooming the reindeer for the flight. Santa himself was puzzling grumpily over a last-minute letter he'd received—"from some wisenheimer," as St. Nick put it. The letter read:

Dear Santa,
My brothers and sisters (Sam, Joan, Matt, and Geraldine) and I would like the following presents for Christmas: a vampire bat, a sousaphone, a clam, a harmonica, and a slot machine. However, we're a bit particular; nobody wants a gift that rhymes with his or her name. The boys in our family hate music, and the girls loathe animals. Joan got a slot machine for Christmas last year and does not want another one. Hope that makes everything clear.
Yours truly,
Veronica

"Bah," humphed Santa, tossing the note on the floor. "It's malarkey."

"Not at all," piped up a helpful elf, reading the note where it lay. "It's perfectly logical. I'll arrange the presents for you."

Can you, like Santa's helper, figure out which child gets which present?

GETTING HITCHED

★★

by Beverly Baker

Being assigned to the reindeer stable was a chore not cherished by the elves. Particularly irksome was the task of hitching the reindeer to the sleigh. Rudolph the Red-Nosed, now a free agent, was holding out for a big contract and would not fly this year. The other eight reindeer (Blitzen, Comet, Cupid, Dancer, Dasher, Donner, Prancer, and Vixen) were finicky about the position in which each was hitched and the color blanket each was to wear (black, blue, green, pink, purple, red, white, or yellow). The elves hitched the reindeer starting on the right side of the sleigh. The next reindeer was hitched to the left side; the elves continued hitching from right to left, working forward until the eight reindeer were arranged in four pairs. From the clues, can you figure out the position and color blanket of each?

1. Whoever wore red was hitched to the left side of the sleigh.
2. Dancer insisted on being one of the leaders, and was hitched just after the reindeer in green.
3. Dasher would not fly on the same side as Cupid.
4. The reindeer in black and yellow were hitched just after the reindeer in pink and purple were hitched.
5. Vixen was behind, and on the same side as, the reindeer in yellow and Prancer.
6. Santa liked the red and white blankets to adorn the leaders.
7. Blitzen demanded to wear pink and be hitched first.
8. Prancer and Dasher both said that blue or green would be fine.
9. Comet was hitched sooner than both Cupid and the reindeer in yellow.

ILLUSTRATION BY PHILIP SCHEUER

SANTA'S RECEPTION ★★★

by Virginia C. McCarthy

Santa had flown a good flight (apart from some minor trouble with power lines outside Columbus, Ohio) when he arrived at Snugg Crescent to take care of the last five families on his list (the Cordgells, Goodes, Hartfeldts, Kindleys, and Werths).

It's a big world—and Santa was worn out and eager to consume whatever refreshments had been put out for him. As St. Nick attended to these houses (1 through 5 Snugg Crescent, which he visited in door-number order), he found to his delight that all the households had provided him with both a beverage and a snack. So while Santa was delivering his gifts (a dollhouse, an electric train, a calculator, a rocking horse, and a set of building blocks) he was comforted with drinks (cocoa, coffee, milk, orange juice, and tea) and eats (a peanut butter sandwich, a brownie, beef jerky, chocolate kisses, and potato chips).

From the following clues, can you determine the family name, gift delivered, and beverage and snack provided at each Snugg Crescent address?

1. At 2 Snugg Crescent Santa downed a glass of orange juice.
2. Santa guzzled tea while setting up a train track under one of the Snugg Crescent Christmas trees.
3. Santa got temporarily stuck in the Kindleys' chimney while delivering a dollhouse; later, he barely wedged his way down the 5 Snugg Crescent flue (where a brownie awaited him below).
4. The Cordgells gave Santa neither cocoa nor coffee.
5. Santa placed a set of building blocks under the tree at 1 Snugg Crescent, where he happily noshed on potato chips.
6. The Hartfeldt child at 4 Snugg Crescent, who rightfully trusts jolly old St. Nick, specified in her letter to him that she doesn't like calculators at all.
7. The family who left Santa Claus a glass of milk came earlier on his list than the family who set out beef jerky for him.
8. His refreshments having already included a cup of cocoa and a peanut butter sandwich, Santa fed the chocolate kisses he found at the Werths' house to his well-deserving, and hungry, reindeer.

Answer Drawer, page 70

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OCEAN

BEAUTY, WONDER, AND PLAY

A Portfolio
From the
Museum of Fun
With an
Introduction by
Martin Gardner

The visual arts satisfy a large variety of human needs, of which the pleasure of seeing something beautiful is only one. A portrait painting preserves the memory of someone loved or admired. A landscape or seascape may arouse sentimental emotions about the viewer's past. Pictures can inform and teach. Caricatures and cartoons make people laugh.

What does the extraordinary exhibition called the Museum of Fun, the second of its kind to have been organized and brilliantly displayed in Japan, have as its unifying artistic theme? Although many of the exhibits will make the viewer laugh or smile, others are quite serious, so we must look for something deeper than humor. It seems to me that the central theme is a mixture of three traits, each of which is displayed in the individual works in varying degrees. The three traits are beauty, surprise, and a strong element of fun or play.

It is the third element that is the most difficult to define. "Play" is a vague concept, but all concepts have fuzzy edges, and in most cases little is gained by struggling to make such terms more precise. It is better to cite instances. The Dutch artist M. C. Escher has become well known for his ingenious ways of cutting the plane into a mosaic of animals and other objects, and for his pictures of impossible structures such as the staircase that goes round and round without getting any higher. These pictures combine aesthetic excellence with features both playful and surprising. We are amazed that the plane can be tessellated in such a remarkable manner, and astonished by the impossible structures.

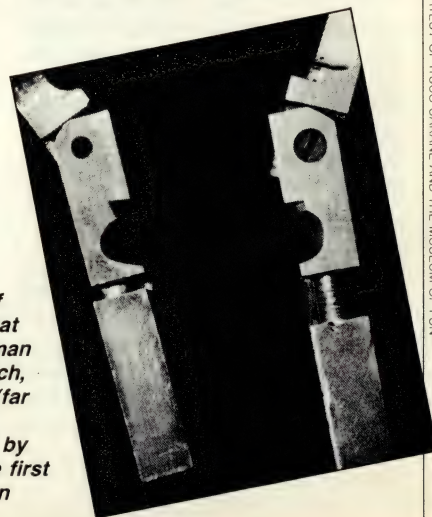
Salvador Dali is another modern artist who throughout his career has enjoyed painting what we might as well call, for want of a better term, "recreational art." He has produced pictures that change their subject matter when rotated 90 degrees. He has made anamorphic paintings that must be viewed as reflections in a cylinder, and double paintings to be seen in three dimensions through stereoscopic lenses. He has experimented with holography. In 1969 he designed for Air India a porcelain ashtray with figures of an elephant and a swan. When turned over, each figure changes to the other.

In 1977, Itsuo Sakane, a connoisseur of such playful art, organized an exhibition called "The Expanding Visual World—A Museum of Fun," a marvelous show that enlarged the concept of recreational art in many strange new directions. Now, after traveling around the world and meeting many artists, the energetic and knowledgeable Sakane has managed to outdo even himself. His new show, also sponsored by the newspaper *Asahi Shimbun*, where he is a senior staff writer, is even larger, more lavish, more eye-dazzling and mind-boggling than his earlier one. It includes some 175 exhibits in a wide variety of media, both traditional and high-tech, by artists from Europe and America as well as Japan. Samples from the exhibit are shown on these and the following pages.

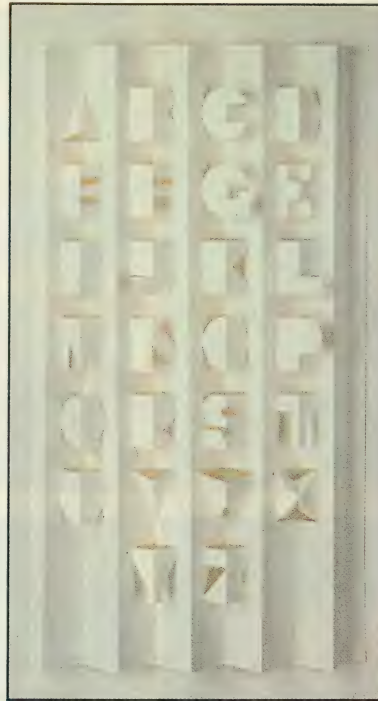
And what a splendid feast for the eye and mind it is! It is hard to conceive of a way that fun could be injected into art that is not here represented: astonishing optical illusions, new ways to produce color by rotating patterns of black and white, pictures created by shadows, sculpture made from discarded scrap, shadows that become three-dimensional when viewed through colored spectacles, machines with curiously bouncing balls, breath-taking models of mathematical and chemical structures, pictures formed by falling sand or by folding paper, a kaleidoscope that changes patterns from flat to spherical, a mysterious cigar-shaped object that rotates the wrong way after you spin it, and many another wild, bewildering, and wondrous thing. Never before have the shaggy borders of recreational art been pushed so far into unexplored regions.

Beneath all the beauty, wonder, and fun of this show, and behind its many insights into mathematics, physics, and psychology, there is something more profound. The displays arouse a subtle emotion, a fresh way of looking at life and the world as if seeing it like a child for the first time. The exhibits arouse in us an awareness of how puzzling, delightful, awesome, and ultimately unfathomable are the workings of the universe—that fantastic world not made by us, in which for a brief time we have the privilege of being incomprehensibly alive.

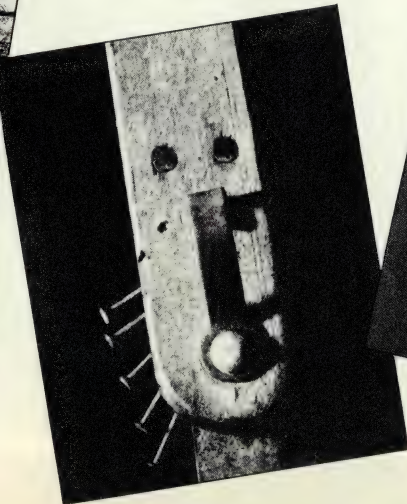
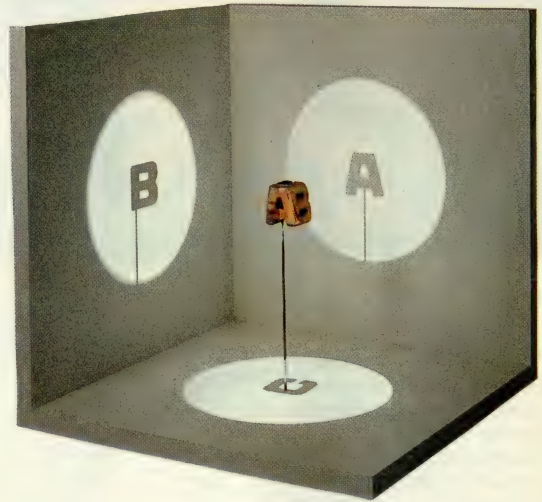
What a strange sort of perception we have that allows us to see a human face in the screws, latch, and slot of a mailbox (far right), or in the other objects photographed by Hiroko Hoshikawa (the first three images) and Jean Robert.

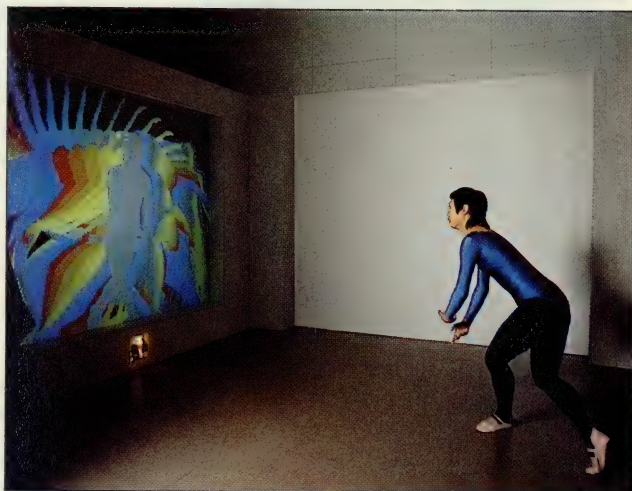
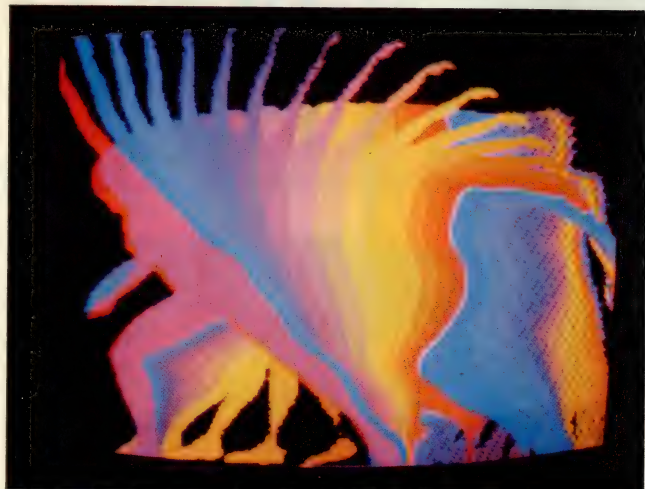
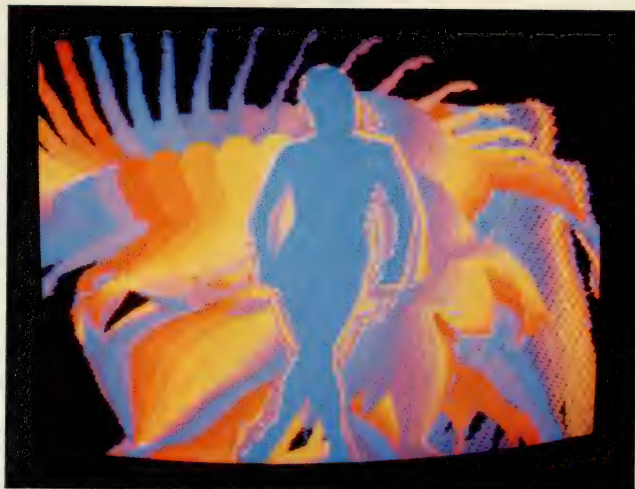


ALL PHOTOGRAPHS COURTESY OF ITSUO SAKANE AND THE MUSEUM OF FUN



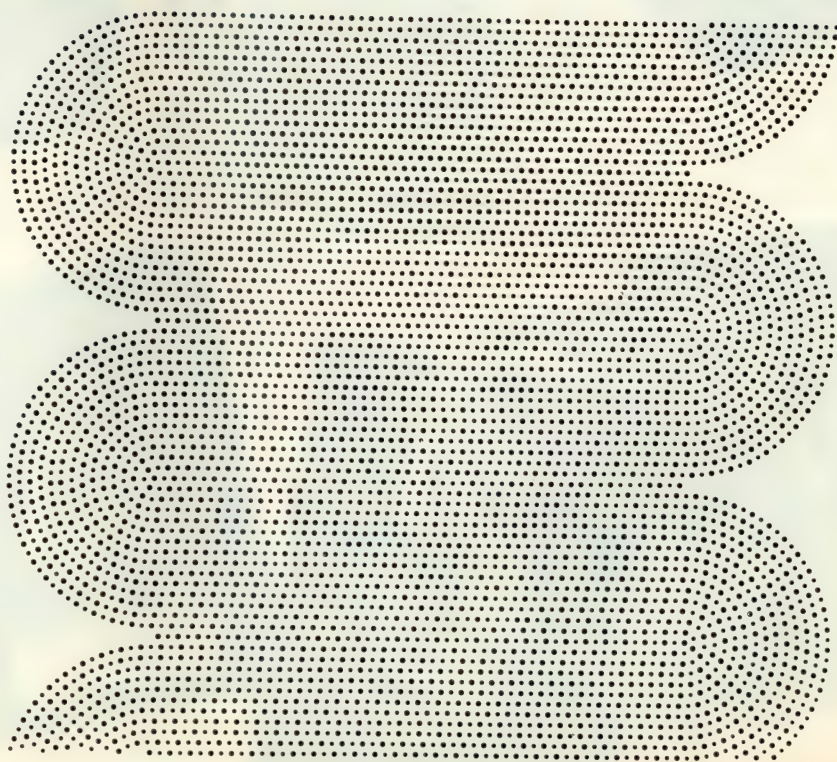
In the museum's "Alphabet Room," Takenobu Igarashi plays with real mirror imagery (his letter A is at left). Masahiro Chatani's pop-up alphabet (above) is carved from a single sheet of paper, and each line of Scott Kim's symmetric alphabet (above right) reads both backward and forward. In Wataru Watanabe's alphabet, the silhouettes of three letters appear when light is directed from different angles (right). It is based on a design by computer scholar Douglas Hofstadter.



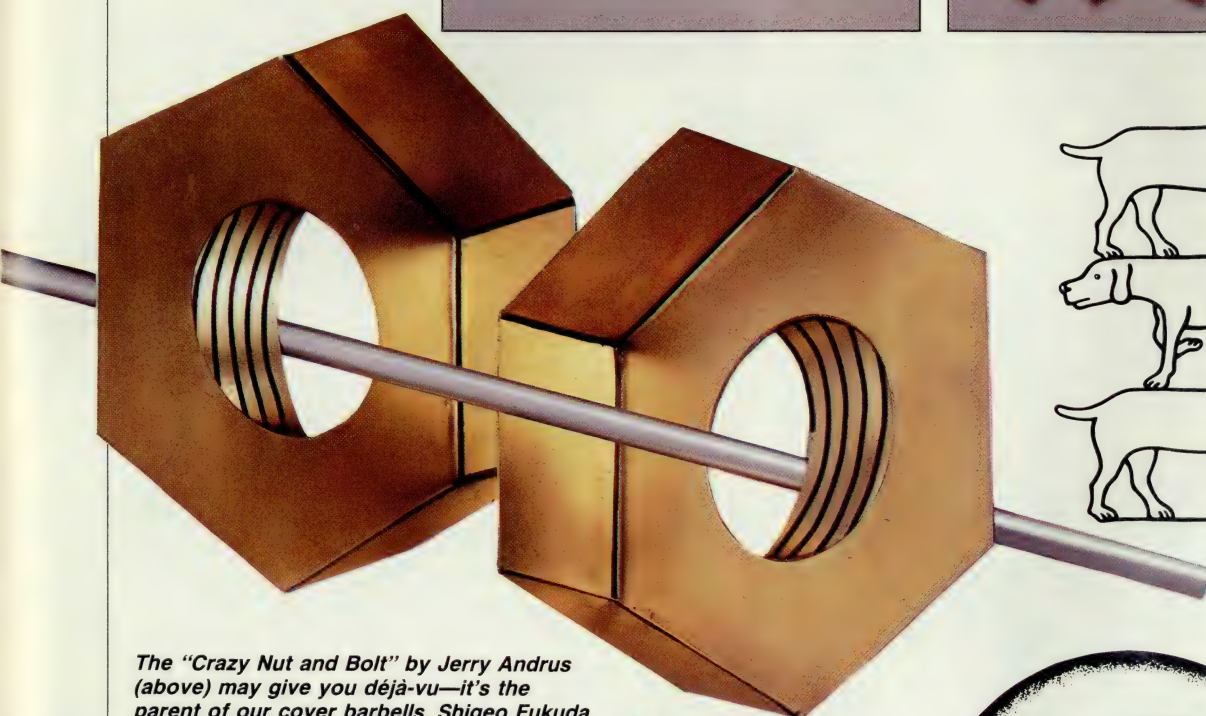
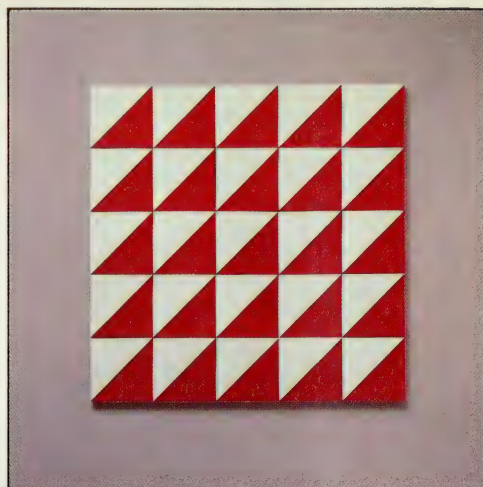


As the dancer (at lower right in the photos above) moves, her silhouette is broken up into seven colors and projected on a huge screen, where it is subjected to playful time changes. This "performance game," by San Francisco's Ed Tannenbaum, allows museumgoers to experiment with an exciting blend of art and technology.

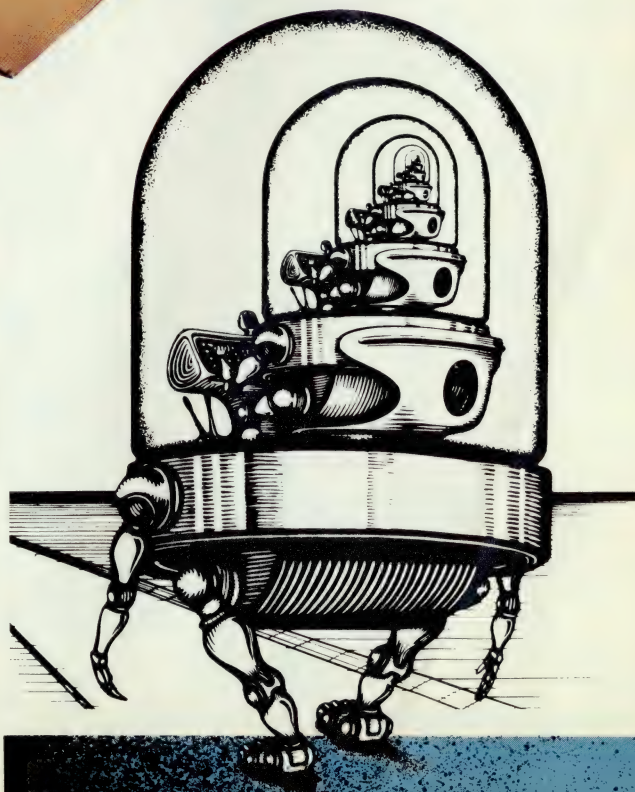
A series of dots, ever so slightly varied in size and spacing, rearrange themselves into the face of a famous cover model when seen at a distance. It was designed by Louis Golomb for William S. Huff's Basic Design Studio.



Hiroshi Tomura's "Square," right, plays with geometrical principles as it breaks up into a variety of patterns, like the one shown at far right.



The "Crazy Nut and Bolt" by Jerry Andrus (above) may give you déjà-vu—it's the parent of our cover barbells. Shigeo Fukuda creates an impossible "Good Dog" (above right); Mitsumasa Anno meditates on the theme of human subjectivity ("Draw Me, Draw You," below); and Roger N. Shepard offers a dreamlike robot (right).



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★★★

After 20 days and nights, you, Balthus, Solver of the Imponderables, Guardian of the Word-Horde, have nearly reached your destination—the Wise Men's Convention held annually in the golden realm of Azalia, where you are to be guest speaker. ❧ To reach Azalia, you must travel near the evil city of Walpurgisnacht. As you stride by its poison-ivy-covered walls, you are captured by the wicked King Logogriffin, who amuses himself by breeding racing maggots and by conducting a macabre I.Q. test on passing strangers. ❧ Logogriffin casts you into his labyrinthine dungeon, leaving you without food, water, or weapons. With a laugh that sounds like the death rattle of the three-snouted Rhinobax, he agrees to give you your freedom—but only if you are clever enough to find a way out of his fetid prison. The only exit is guarded by a fearsome dragon. To face the beast weaponless would be suicide. How, then, to escape? ❧ You may pass from room to room only through the doors marked on the floorplan on the following pages. As you do so, you will find the coins and other objects shown. You are advised to pick these up and take them with you, since you might find some use for them during your explorations. You may revisit rooms as often as you like (but the contents of a room can be taken only once; you cannot obtain more of them by returning to the same rooms later). And you may not pass through some of the rooms until you have satisfied certain conditions, as noted on the signs and in the scrolls that surround the floorplan. As you travel, beware! Some rooms contain treacherous perils, while others are inhabited by magical characters or objects, also described in the scrolls. ❧ Can you find your way out without being fried by the dragon? ❧ Answer Drawer, page 72. ❧

FOR A MAP OF THE PRISON, TURN THE PAGE...

"I am the Magician, and I make heads disappear!" announces the mysterious figure occupying this chamber. "If you had a cape, I could turn it into an ape. Or change a brat into a rat. I can do more than one letter at a time, too—for example, I can make a plant into an ant or a shamrock into a rock!"

"My fee is 10 pengos per letter removed!"

In this room is a large treasure chest, so heavy that it would take two people to carry it. If it holds gold or jewels, it could be worth millions. An inscription on the chest says it can only be opened in the light of day. Beside the chest, on a separate slip of paper, is a small crossword:

1	2	3	4
5			
6			
7			

ACROSS

- 1 Wineglass part
5 Hired vehicle
6 Sigh of sorrow
7 What the chest contains

DOWN

- 1 Lacking a date
2 Fabrication
3 Test
4 Bad shot

This room is empty except for a large, colorful tapestry entirely covering one wall. You pick up a scrap of paper on the floor and find it contains a cryptogram:

YVSRMW GSV GZKVHGIB BLF'OO
URMW Z HVXIVG KZHHZTV OVZW
RMT GL GSV XSZNYVI WRIVXGOB
MLIGSDZIW ZMW GSV GIVZHFIV
XSVHG OLXZGVW GSVIVRM.

Firmly attached to the floor before you is the Magic Mirror. This precious glass, when activated, has the power of reversing all that is set before it. For example, a deer would turn into a reed, while a straw would become warts. Once changed, an object cannot be changed back to its original state.

An inscription informs you that there is no charge for using the Magic Mirror.



In this chamber is a deadly cobra. You may not pass through this room unless you first charm the serpent by playing some sort of musical instrument in an adjacent room. Once charmed, however, the cobra remains charmed indefinitely.

"I am the Wizard Anagrammaticus," exclaims the inhabitant of this chamber. "I have the amazing power of changing objects into their anagrams. For example, I can turn a fowl into a wolf, or a Croatian into a raincoat. I charge 1 pengo for this wonderful power!"

"You cannot get past this gate without a key," pronounces one of the two gatemen you meet in this chamber. As you turn to leave, his colleague takes you aside and whispers, "I'm tired of this job. Are you looking for an assistant? I could come along and help you. You can pay me either 25 pengos now or half of any treasure you've amassed when you leave the dungeon. What do you say?"



"I am the legendary Sphinx," announces the beast who inhabits this chamber. "To pass through this room, you must show me whatever is described by the following riddle."

*I'm useful to draftsmen and also surveyors
And yet am at home with a symphony's players.
'Round sunny Bermuda I'm rumored infernal,
And woe to the lovers who find me eternal!
Geometry, though, is my special delight,
For there you will see that I'm frequently right.*

"Where's your nametag?" angrily demands the guard who inhabits this room. You explain that you have no identification, and the guard says, "Unless you have a nametag or some ID, you can't pass through this room."



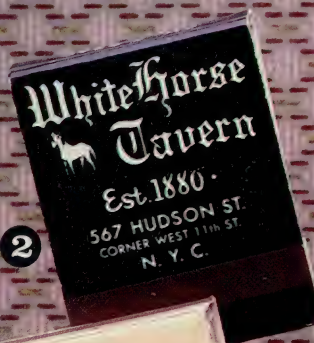
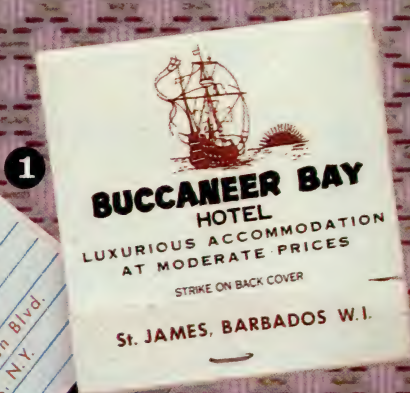
Matchbook Match-Up**

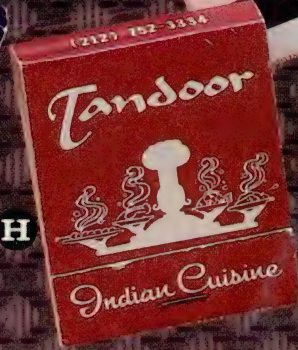
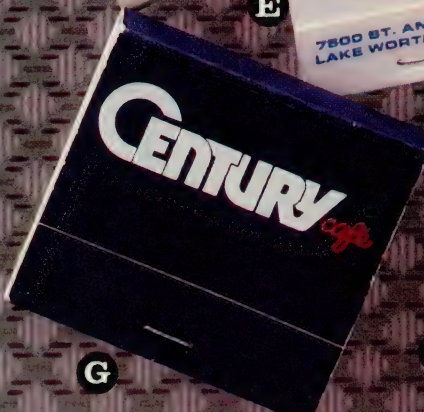
By Cecilia Jennings

Matchbooks are more than just packages of prefabricated flames. They're little information kits, telling how to earn big money in your spare time or touting a terrific restaurant. What's more, they're one of life's few remaining freebies.

Each pair of matchbooks seen here (numbered 1-8) is united by one common element—a detail of the artwork, a choice of words, spellings, and so on. Can you find what each pair has in common, and then choose one of the eight additional matchbooks (labeled A-H, at far right) that belongs with each set? Caution: Close cover before peeking at the Answer Drawer, page 70.

PHOTOGRAPH BY MARTY UMANS





Look up in Rome, and you'll see a masterpiece. Look around, and you'll see coffee drinking raised to the level of an art. To enrich it, the Romans unite their coffee with one of their most famous specialties, Sambuca Romana. Watch. They order an espresso and they order a Sambuca Romana. One sip of liqueur, two or so of coffee to make room in the cup. Then the rest of the Sambuca Romana is tipped



into the coffee and a memorable new taste is born. Try it. You don't need espresso. Sambuca Romana turns every cup of coffee into a Roman masterpiece.

To discover 56 other ways to enjoy Sambuca Romana, write for our recipe book. Sambuca Romana 84 Pf. Imported by Palmer & Lord, Ltd., Syosset, N.Y. 11791.

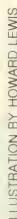
Sambuca Romana. The Sambuca of Rome.

**In Rome, a ceiling is more than a ceiling,
and a cup of coffee is more than a cup of coffee.**



ILLUSTRATED EXCLAMATIONS ☆☆ BY HOWARD LEWIS

Answer Drawer, page 74



The Trivia Game

EMCEED BY STEPHANIE SPADACCINI
BOARD GAME BY R. WAYNE SCHMITTBERGER

★☆☆

There's nothing trivial about the way Americans have taken to the pursuit of trivia. Anyone can play, and everyone does. But for the true aficionado there's something more—the endless pursuit of the perfect trivia question.

The 60 questions that follow, though perhaps not perfect, are some of our favorites from six of the current crop of trivia games. Play them solitaire as a quiz, or with friends on the game board that borders these pages. The rules in the box at right will tell you all you need to know—except, of course, the Pacific Island over which Mount Suribachi looms, the name of the horse in "Jingle Bells," or Dirty Harry's last name. We'll leave them to you.

Answer Drawer, page 70

Trivial Pursuit, Baby Boomer Edition

1. What company did Stephen Jobs and Steve Wozniak finance by selling a used Volkswagen and a wristwatch?
2. Which of Snow White's dwarfs was mute?
3. What does the acronym UNICEF stand for?
4. What television show's premise centered on the mysterious murder of Helen Kimble?
5. Who did a 1960 Gallup Poll reveal had the most famous name in the world?
6. What did R. Buckminster Fuller call "the third parent"?
7. What song opened with the line "Tin soldiers and Nixon coming"?
8. What magazine has as its motto, "Never underestimate the power of a woman"?
9. Who noted for American Express commercials: "With this, maybe they'll treat me like somebody important though I'm jes' a plain ol' country lawyer"?
10. What men's toiletry product did Toots Thielemans do the TV commercial whistling for?

RULES OF PLAY

Players Two to four (plus a referee, if possible).

Equipment One token for each player (coins will do), a pair of dice, and the track around these pages.

Play Players place tokens on START and roll the dice. High roller moves first, other players follow in clockwise order around the board.

On his turn, a player rolls the dice and moves his token around the track the exact number of spaces rolled. He then attempts to answer a question from the trivia game named in the space landed on. Questions should be attempted in order, skipping questions previously asked. If all questions from a game have been used, the player moves his token ahead to the first space representing a game with unasked questions.

A referee, or the player's left-hand opponent (who must be careful not to look at other answers), checks the player's answer in the Answer Drawer, page 70. If the player was in-

correct, his turn ends. If the player was correct, he takes another turn.

The first player to pass FINISH continues to move as many spaces as his dice roll will take him and ends his turn without attempting a question on the space landed on. The other players then have *one turn each* (which may consist of more than one dice throw, if each question attempted is answered correctly) to try to reach FINISH and pass the player in the lead. Anyone who fails to pass the leader is eliminated. Anyone who succeeds continues to move as many spaces as that dice throw will take him and ends the turn without attempting another question.

The previous leader and any players who have overtaken him continue to roll, move, and (except the player in the lead position) answer questions. A player wins when it is his turn to move *and* he is already in (or tied for) the lead.

TV Guide's TV Game

1. What 1960s show began with a voice telling you that there is nothing wrong with your television set?
2. What educational program for children in the 1950s starred Miss Frances?
3. What was Baretta's pet cockatoo named?
4. By what name does Master Po call the hero of *Kung Fu*?
5. Name the member of The Monkees who could be identified by his wool hat.
6. What is the name of the estate that Detective Thomas Magnum lives on in *Magnum, P.I.*?
7. A Marine Corps major won thousands of dollars on *Name That Tune* in 1957, and five years later became an American hero. Who was he?
8. *Capricorn Crude* is the title of a book written by what character on *Knots Landing*?
9. *TV Guide* first began publishing in 1953. Who was on the first cover?
10. What is Liberace's first name?

IF YOU
LAND HERE,
GO AGAIN

Finish

Start

Baby
Boomer

TV Guide

Trivia

Time

People

Solid Gold

Baby
Boomer

TV Guide

Trivia

Time

Solid Gold Music Trivia Game

1. What beverage borrowed The Beach Boys' classic "Good Vibrations" to advertise its product on TV in the 1980s?
2. Who was the Detroit singer with the big voice who sang "Lonely Teardrops" into the top ten?
3. What enduring cult film made an instant star out of a rotund rocker named Meat Loaf?
4. The 1960s romance between Joan Baez and Bob Dylan provided the basis for what Baez hit a decade later?
5. What 1981 movie set in prehistoric times co-starred Ringo Starr and his wife Barbara Bach?
6. In the Beatles' song "Maxwell's Silver Hammer," what was Maxwell's last name?
7. Had this trio recorded under their first names, they would have been known as Keith, Greg, & Carl. Who were they?
8. *A View From a Broad* was a tongue-in-cheek book by whom?
9. In one of his biggest hits, Bill Withers sings the line "I know" more than 25 consecutive times. Name that hit.
10. *Heartattack and Vine* and *Nighthawks at the Diner* showcased the bizarre bebop poetics of what Orange County outcast?

People

1. On the comedy series *SCTV*, fictional Canadian brothers Bob and Doug MacKenzie starred in an imaginary TV show. What was the name of their show?
2. When Fred Astaire married Robyn Smith, she had an unusual occupation. What did she do?
3. Scott Armstrong was one of the authors of *The Brethren*, a best-selling, behind-the-bench glimpse of what legal "team"?
4. Singer Mac Davis debuted on screen as a Don Meredith-style quarterback in what film?
5. What is Princess Diana's maiden name?
6. Harry Angstrom, the former basketball star of John Updike's best-selling trilogy, is better known by what nickname?
7. The Weather Girls made their first splash on the pop charts with what meteorological declaration?
8. What football defensive unit is nicknamed "The Purple People Eaters"?
9. Marissa Piesman and Marilee Hartly co-wrote a handbook for "Yuppies." What does the designation "Yuppy" mean?
10. What is night-watchman Frank Wills's claim to fame?

TIME: The Game

1. This garb was banned "for the duration" of World War II because of its wasteful use of war-scarce fabric.
2. First introduced in 1951, this was the first mass-produced computer available to private enterprise.
3. After the attempted assassination of President Reagan, this Administration official made the statement, "As of now, I'm in control here."
4. What was the name of the first man to go into space?
5. A secret study titled "History of the U.S. Decision-Making Process on Vietnam Policy" was popularly known by what name?
6. This foreign parasite threatened California's produce crop in July 1981.
7. Who was the only German to become heavyweight champion of the world?
8. After 22 years, the Air Force halted the investigation it called Project Bluebook. What subject was it investigating?
9. Richard Nixon made the "Checkers" speech in 1952. What kind of dog was Checkers?
10. This attorney conducted the defense in the 1927 Loeb-Leopold trial.

Trivia

1. John F. Kennedy had eight brothers and sisters. Name at least five of them.
2. What kind of soup was the first Campbell's canned condensed soup?
3. What was the first company to make and sell ready-mixed paints?
4. What piece of furniture from the television show *All in the Family* is displayed in the Smithsonian National Museum of American History?
5. Who gave the bride away in the marriage of Eleanor Roosevelt to Franklin Delano Roosevelt?
6. What is the only sound Harpo Marx utters in the movies, and what is the name of the picture in which he makes the sound?
7. In the classic 1940 Disney movie *Pinocchio*, name the enormous black whale in which Gepetto and Pinocchio are trapped.
8. What fresh food has the fewest calories per ounce?
9. What do the initials of the common payroll deduction "F.I.C.A." stand for?
10. Identify the woman who was hanged for complicity in the assassination of President Abraham Lincoln.

TV Guide

Trivia

Time

People

Solid Gold

Time

Trivia

TV Guide

Baby
Boomer

Solid Gold

People



Come

A sensation

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Filter Kings, 17 mg. "tar", 1.1 mg. nicotine
av. per cigarette, FTC Report Mar. '84.



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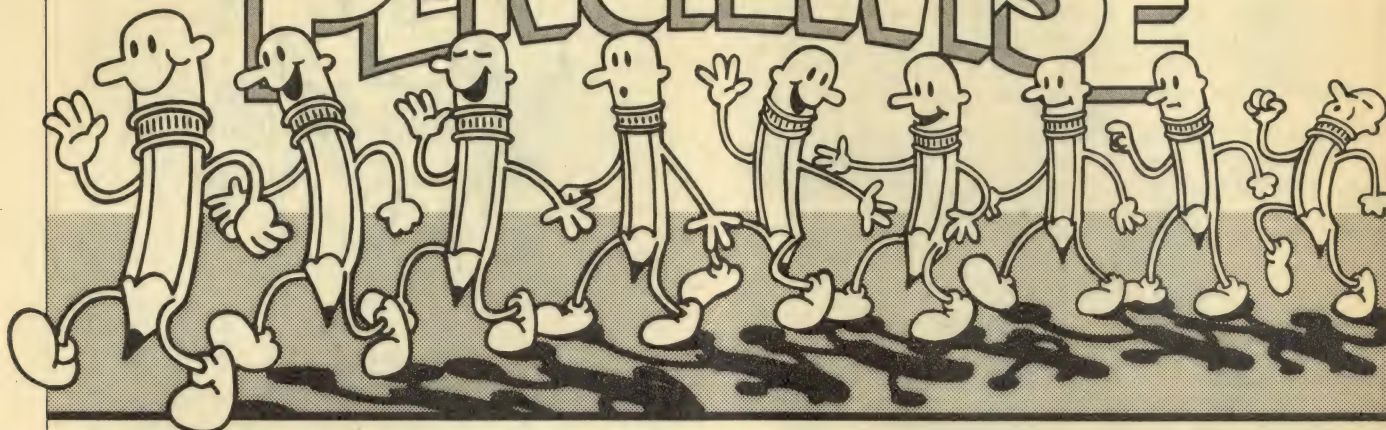
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PENCILWISE



Petal Pushers ★★

by Will Shortz

This seven-letter rose puzzle is a little thornier than the six-letter variety we've run in the past—but you needn't be a budding genius to solve it. As usual, the flower is to be filled with 32 words answering the clues beside the grid. Enter these

words inward from the tips of the petals to the heart of the blossom, one letter per space. Half the words will proceed clockwise; the other half counterclockwise. Work from both sets of clues for a full bloom.

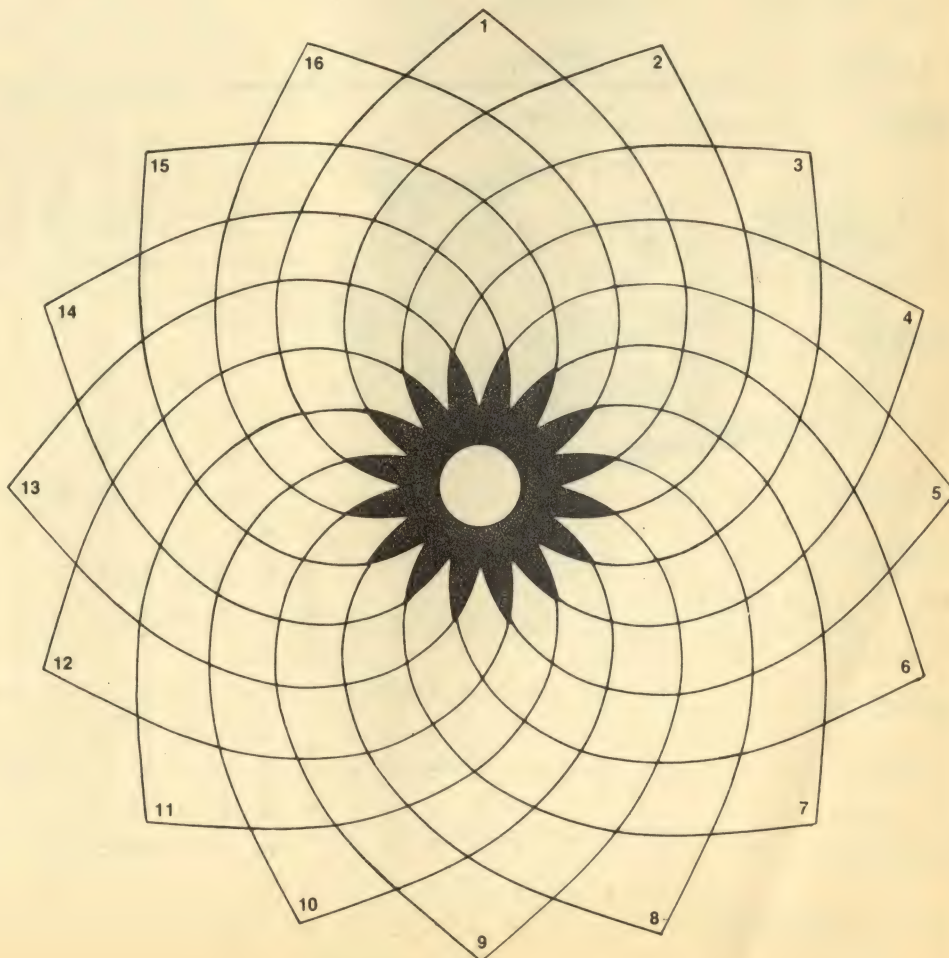
Answer Drawer, page 74

CLOCKWISE

- 1 French automaker
- 2 Medical breakthrough
- 3 Noted 18th-century biographer
- 4 Longer limbed
- 5 Computer language
- 6 Pocketbook
- 7 Transmitting
- 8 Combining against, with "up"
- 9 Preparation made from barley grain
- 10 Feeling
- 11 Inhumanly mean
- 12 Talkative
- 13 Athlete's weak spots
- 14 Tropical American trees
- 15 Uncontrollable mirth, with "the"
- 16 Acquired through underhandedness

COUNTERCLOCKWISE

- 1 1964 Four Seasons hit (2 wds.)
- 2 Popular auto motor (hyph.)
- 3 Ornamental bracelets
- 4 Areas
- 5 Meadow grasses
- 6 Extravagantly enthusiastic (hyph.)
- 7 John Singer _____, American portrait painter
- 8 Non-Jewish
- 9 Machine shaft
- 10 Harbor peril
- 11 From Brussels
- 12 Letting off steam
- 13 Preparing a salad
- 14 Walloping
- 15 The real McCoy
- 16 Pretentious talker



Stocking Stuffers ★

by Edith Rudy

A Christmas Word Search

Here's a yuletide word search stocking, Fa la la la la, la la la la,
Stuffed with presents interlocking, Fa la la la la, la la la la.
Answers read in all directions, Fa la la, la la la, la la la,
Always straight, with no deflections, Fa la la la la, la la la la.

You will find the word list handy, Fa la la la la, la la la la,
As you search for toys and candy, Fa la la la la, la la la la.
Can you find each hidden present? Fa la la, la la la, la la la.
May your holidays be pleasant, Fa la la la la, la la la la.

Answer Drawer, page 74



APPLE	PENLIGHT	E T H O
BALLOONS	PENNY	E S L T O R C
BUBBLE GUM	PEPPERMINTS	K I N Y T G S A W E
CALCULATOR	PLAYING CARDS	R E H L N S U N N G B
CANDY CANE	POCKET COMB	Y A T H E N I R E G N A T
CARAMELS	RUBBER BALL	E P P C E H A C E H I M H
CHOCOLATE SANTA	RULER	N E O P W Y R S O W I P G
COAL	SHOELACES	S T H C L C T A R R B E I
CRAYONS	TANGERINE	T E I K E Y C H A I N L
ERASER	TOY AIRPLANE	N A H N E O O L P M C N
GUMDROPS	TOY TRAIN	E S G T H T L A H U I E
HARMONICA	WALNUTS	S A T U Y O C T A G L P
JACKS	WHISTLE	M K A Z O O S O R E S
KAZOO	YO-YO	T N C N Y N I Y M L H
KEY CHAIN		S C S A O H O A O B A
LICORICE		C E L H J T L I N B R
LOLLIPOP		A L A O T E R I U P
MAGNETS		S N B E E S P C B E
MALTED MILK BALLS		S O D R O L L A A N
MARBLES		N W M O Y A E A T D E
MARKERS		U I L D Y C M N C B R
NOTEPAD		E L L S I T H A E E E R
NOUGATS		K L T N E F S R N R P S
ORANGE		B A U G O R E S A R E O
PENCIL SHARPENER		A B N C M Y T P C C P L E
		L R L A M E A O N A P S T
		L E A R L C L R U L E R L A
		S B W D O R O D C C R E K E
		M B O S L O C M R U M K E
		U S P L O O U E L I R M
		R A V I I H G S A N A I
		T F P R C O M T T M S
		T O N I C H O S O L
		P A S E D R I T
		H R U D Y

Order Blanks ★

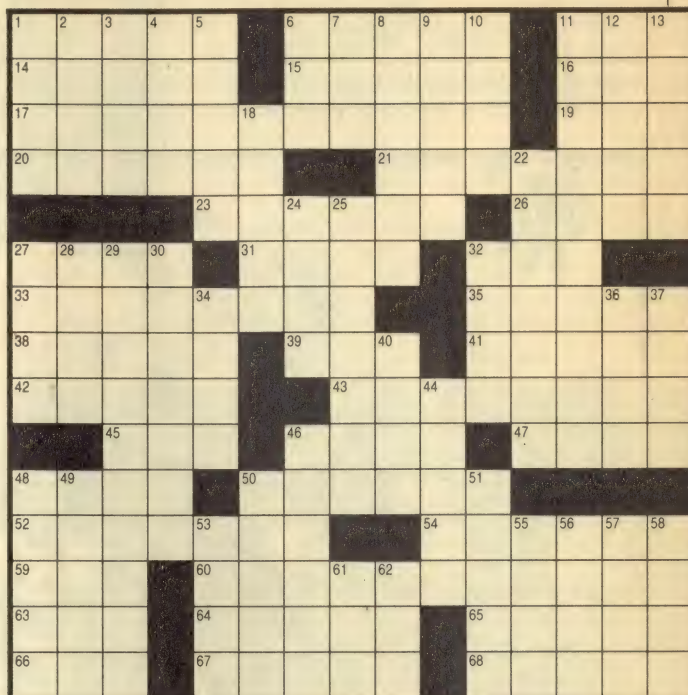
by Ronnie Allen

ACROSS

- 1 Jumbo size
6 Comb parts
11 Took a chair
14 Poet T.S. ____
15 Kùkla, Fran, and ____
16 Ram's mate
17 Traitorous group: 2 wds.
19 Pop-top item
20 Leash
21 Misshape
23 Nurtured
26 At loose ____
27 Mrs. Truman
31 Hastened
32 Actor Beatty
33 Stirred up
35 Statesman Sadat
38 Pug-nosed dog
39 Little, to a laddie
41 The Congo, now
42 Houston baseballer
43 Badge
45 Chop down
46 Landed
47 Cheese of Holland
48 Fair-to-middling
50 "Faster than a speeding ____"
- 52 Gunsmoke character
54 AM/FM devices
59 Sought office
60 Abbott and Costello routine: 3 wds.
63 Stammerer's sounds
64 Home run hitter Hank
65 Refrain syllables
66 Itsy-bitsy
67 Clicks, as the fingers
68 Mister, in Madrid
- 12 Oscar òr Tony, e.g.
13 Circus enclosures
18 Wave's peak
22 Adolescent
24 Mimics
25 Romberg operetta, with "The": 2 wds.
27 Ali ____ and the Forty Thieves
28 Self-esteems
29 ESP: 2 wds.
30 Hi-fis today
32 Third Reich supporter
34 In ____ (aligned): 2 wds.
36 Opera solo
37 Quantity of paper
40 Indigo plant
44 Boat's back
46 ____ borealis
48 Phillips head fastener
49 Chicago airport
50 Irish playwright Brendan
51 President William Howard and family
53 "____ the night before Christmas ..."

DOWN

- 1 Departed
2 "It's a sin to tell ____": 2 wds.
3 Break in relations
4 Ancient invader
5 Old anesthetic
6 Also
7 Building addition
8 Avoided capture
9 Shy
10 Coop residents
11 Get one's ____ (recover strength): 2 wds.



Answer Drawer, page 75

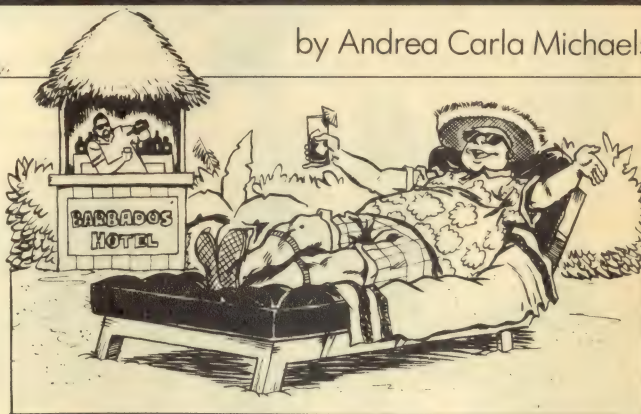
- 55 Dreadful
56 Khomeini's country
57 Capital of Norway
58 Asterisk
61 Soak up
62 Light switch positions

Bar Hopping ★

by Andrea Carla Michaels

From Barbados to Barcelona, everyone retires to the bar to relax. In this puzzle the answer to each clue is a word or name beginning with the letters B-A-R. For example, the clue "Trade" would lead to the answer BARTER. How much of this "bar lingo" can you get?

Answer Drawer, page 74



1. Weight-lifting equipment _____
2. Cereal grain _____
3. Conan, for one _____
4. River vessel _____
5. "Familiar Quotations" book _____
6. Ship-clinging creatures _____
7. Backyard cookout _____
8. Bailey's circus partner _____
9. Sale-priced item _____
10. One of the Apostles _____
11. Composer Béla _____
12. Noted women's college _____
13. Truman's veep _____
14. Stunt pilot of country fairs _____
15. Red Cross founder _____
16. Popular doll _____

Target Shooting ★★

A Maze by Peter May

In this maze, the aim is to get from the archer in the lower left corner to the bull's-eye in the upper right by shooting from target to target along the lines indicated by the arrows. Each target you reach provides three directions from which to pro-

ceed. But since you cannot shoot through or over trees, some arrows point to dead ends. Only one trail leads to the goal. Go ahead and give it your best shot.

Answer Drawer, page 76

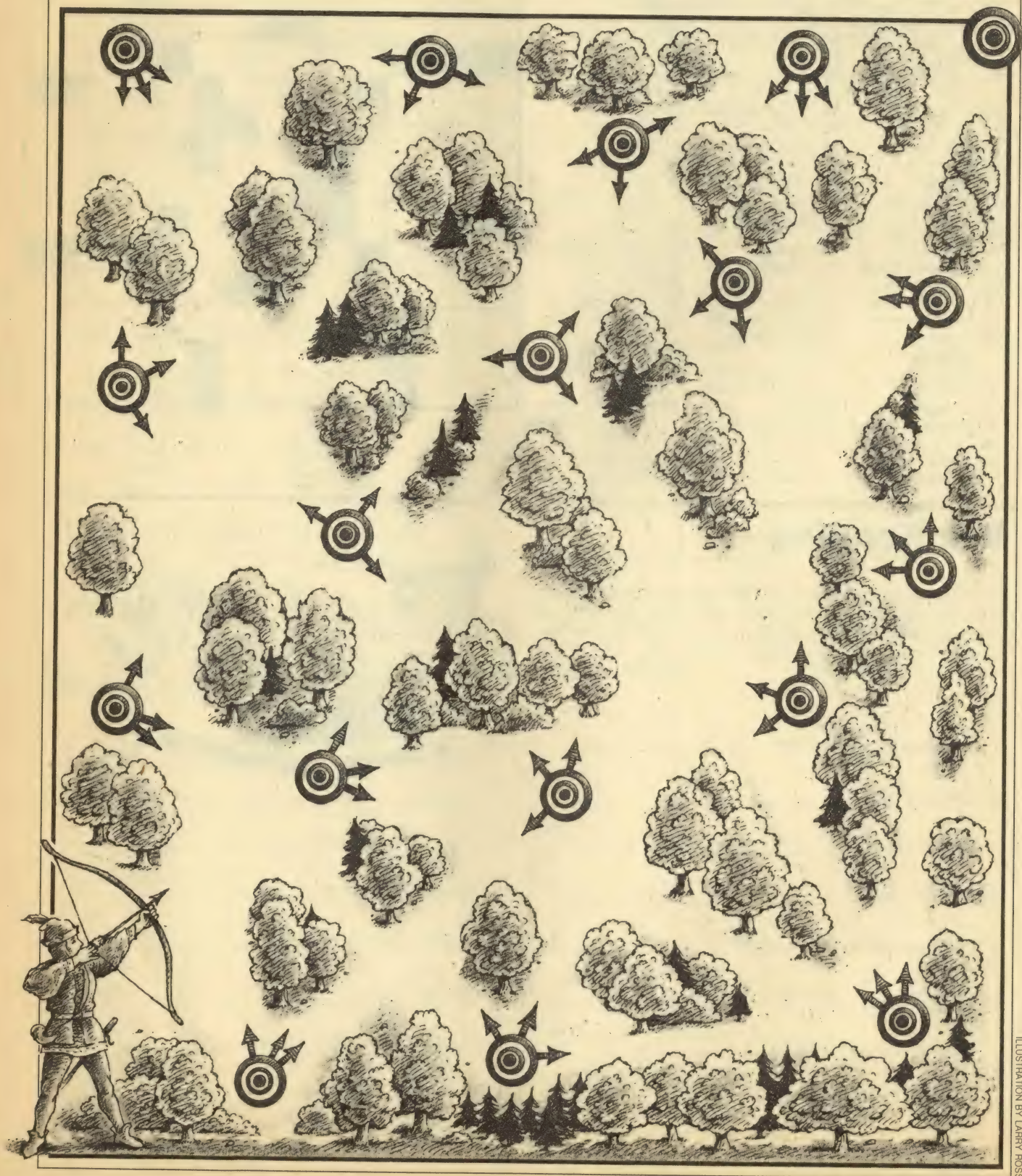


ILLUSTRATION BY LARRY ROSS

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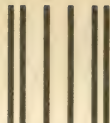
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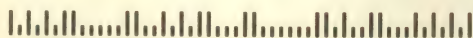
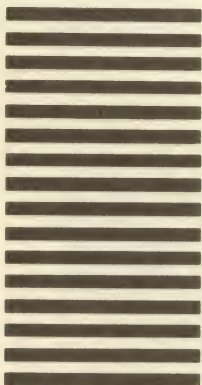
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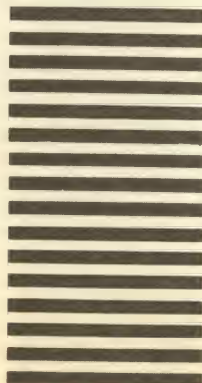
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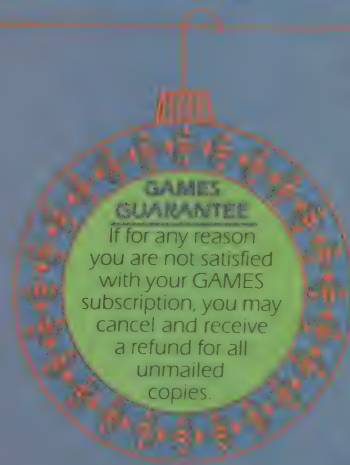
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Twist Ties ★★

by Sara Throop

To solve a Twist Tie, first answer the clues to the left and right of each line and write the answers in the two outer blanks. Then rearrange the letters of each of these words to form two new words that sound alike, and enter these in the two inner

blanks to complete the string. In the example, ADORÉS ("Idolizes") has been anagrammed to SOARED, and WORDS ("Language units") has been anagrammed to SWORD—and SOARED and SWORD are pronounced the same. *Answer Drawer, page 72*

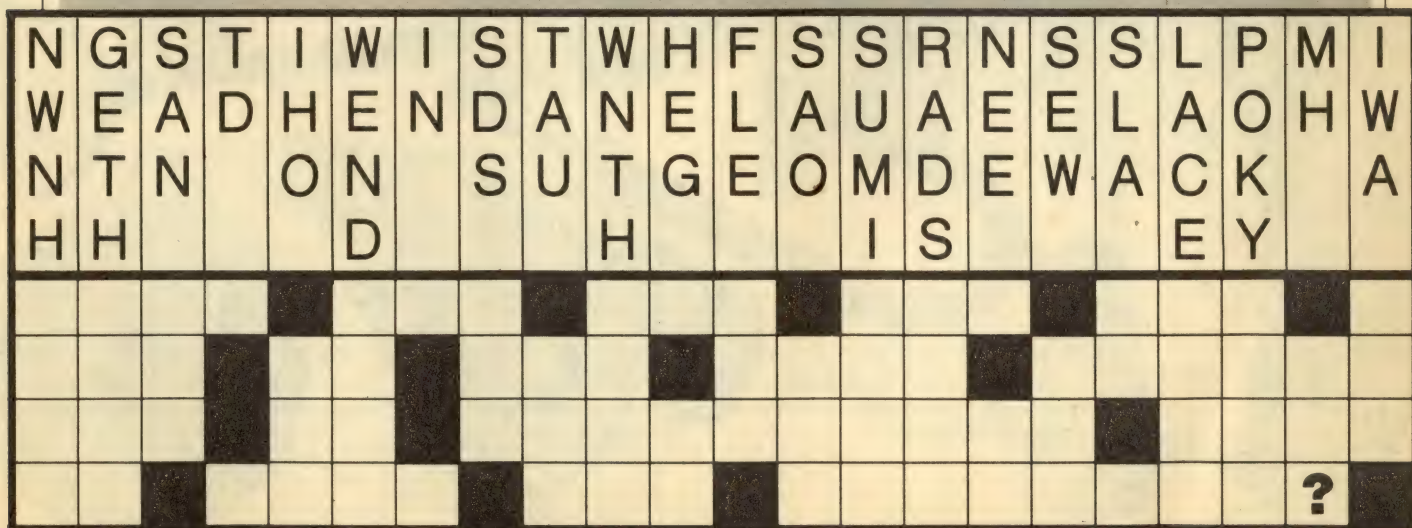
Ex.	Idolizes	Adores	Soared	Sword	Words	Language units
1.	Incorrect					Church instrument
2.	Weak, as an excuse					Kind of bean
3.	Sub sandwiches					Toward land
4.	Close					Hosiery problem
5.	No longer fresh					Closed tight
6.	Unspecified number					Door fastener
7.	Castle part					Shredded
8.	Finger's end					Incline
9.	Card suit					Tiff
10.	Have high goals					Gruff, as the voice

Riddle Boxes ★★

by Sarah Bellum

Riddle Boxes is two puzzles in one. First drop the letters from each vertical column of the grid—not necessarily in the order in which they appear—into the empty squares below them to spell a riddle reading from left to right, line by line.

Black squares indicate ends of words; a word not stopped at the end of one line is continued on the next. When you've completed the grid, you'll find a silly riddle to answer—that's part two of the puzzle.



Special Favors ★★

Match the Celebrities to the Gifts on the Table

Nobody leaves our annual Sun and Fun Gala without a gift by which to remember the occasion. But the question is, which gift? Each of the 12 celebrities gathered here is the intended recipient of one of the party favors on the table, and one simple rule governs all the selections. Don't jump to conclusions

in matching gifts to guests—Bjorn Borg (far right), for example, does *not* get the tennis racket. But be assured the solution does not involve any specialized knowledge of the celebrities. Can you discover the simple rule of distribution and properly assign the gifts?

Answer Drawer, page 70

COLLAGE BY DENNIS POHL





Below are seven messages—consisting of pithy sayings, fascinating facts, and a cartoon gag—that have been translated into simple code alphabets. Letter substitutions remain constant throughout any one cipher, but change from one cipher

to the next, and the level of difficulty increases as you progress. An asterisk (*) indicates a proper noun.

Clues are given at the bottom of the page to provide assistance if you need it.

Answer Drawer, page 75

1. CRYPTOON

M URVY JVT YLDL BTHP
CLMRX WLG NZTG. M'K
PDJMRX RVP PV PWMRU
YWLDL JVT NTP KJ CLHP
SMHWLH.



2. UNSOUGHT COUNSEL

LUMPKY PR RYQUHX
SYQKHXY, LZU DBHRY SBH
SLZD PD DBY XHRD LQSLJR
QP VY PD DBY QYLRD.—*QHNU
*KBYRDYNCPYQU

3. UP IN SMOKE

HMLVQC XVF ND WVTVQJPZC
BP FPZQ WDVGBW—
DCYDHMVGGF MS FPZ GMLWB
PUD MU V JFUVXMBD
SVHBPQF.

4. NO OVERHEAD

PHRASE BSTEMO OYWE PYTOE
VYK MOOYP LSWB KY ZTHOE
LADOHNFK ZSRMTLS FS
FMKSE GSMLMVK TVESW
NOMLL.

5. ONE MAN'S MEAT

AEIO UYZA MREM XYUW
XVIETW SIYU YZA VRWAAEI
ETTWEIX UQVR ZPOW NREM
YMRWIX TEL WKMIE SYI PJ
*IYHQWSYIM

6. GOT HIS DANDER UP?

LBNGRWZ WXGN MZHJGMZ
MLPS AGUP MVLXS TPD CWK
LDFLMZJH DXYYP S WGT QKN
KBPNXZGDR UJGB FKGDZL.

7. BETTER THAN YOU'D THINK

GHBFP-CVVNBTL NBGB JFXBQ,
NDMNB-IVCVFHP WXQ
PHCHIQMWCH, VJQHT
YXSSCMTQY NXKRXMQ VT
QFVSBIMC KHTX.

TIPS AND CLUES

Cipher 1: Ciphertext pattern M'K is almost assuredly I'M or I'D. Since K has a low frequency elsewhere, try I'M.

Cipher 2: A three-letter word following a comma is often AND or BUT. Try AND here.

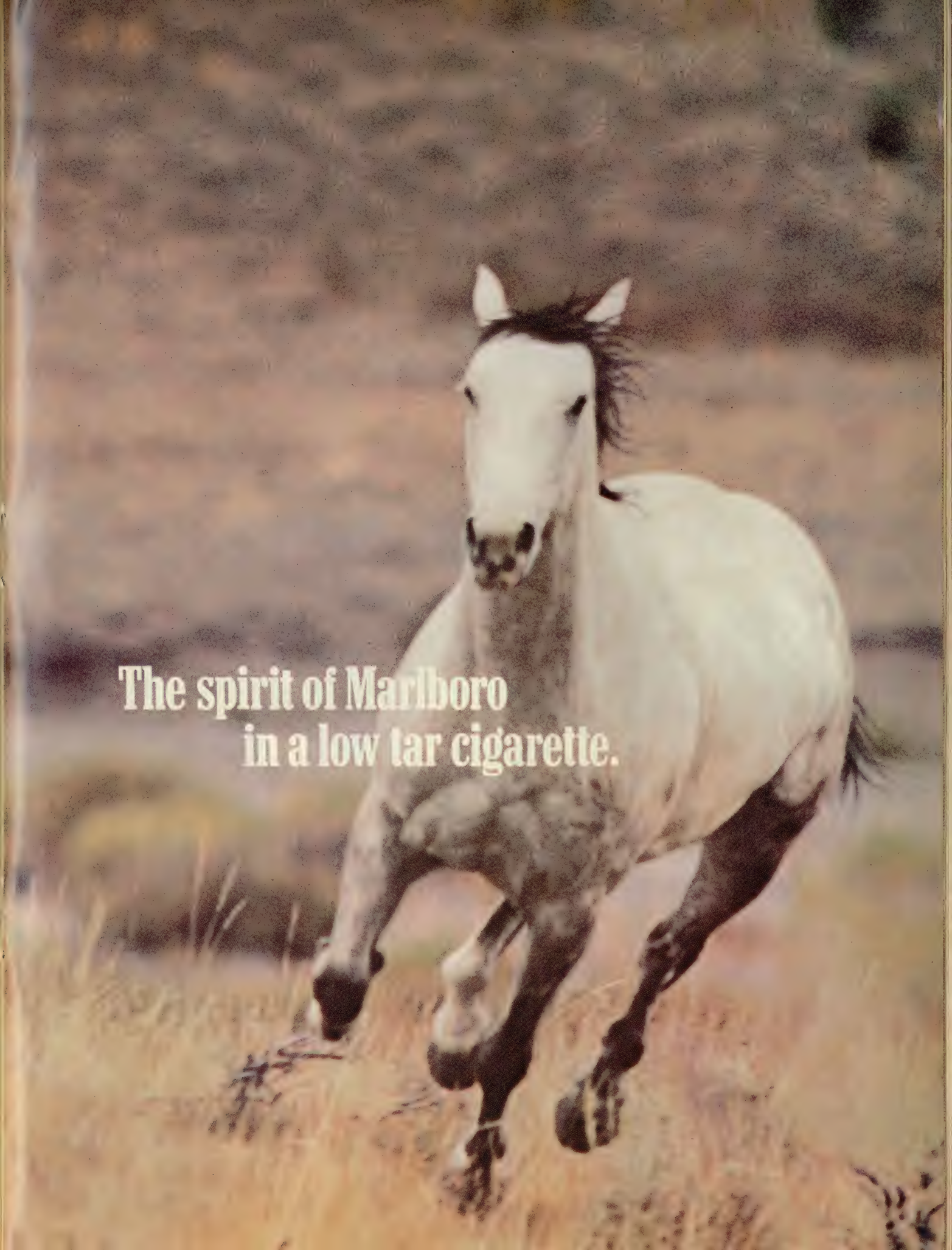
Cipher 3: Ciphertext pattern FPZ and FPZQ often represents YOU and YOUR.

Cipher 4: The high frequency of ciphertext S, particularly in the last and next-to-last positions, makes this a good bet to be an E.

Cipher 5: A four-letter word with pattern MREM is often THAT.

Cipher 6: Ciphertext PS, ending two words, represents the suffix -ED.

Cipher 7: The five vowels, A through U, are represented by ciphertext B, H, M, V, and X (but not in that order).

A white horse with a dark mane and tail is running towards the viewer in a field of tall, dry grass. The background is a soft-focus landscape with rolling hills and trees under a hazy sky. The horse's front legs are extended forward, and its hind legs are pushing off the ground, creating a sense of motion.

**The spirit of Marlboro
in a low tar cigarette.**



Marlboro

A man wearing a white cowboy hat and a bright yellow jacket is riding a brown horse. He is holding the reins with his left hand and has his right arm extended outwards. The horse is galloping across a dusty, open landscape. The background is a hazy, brownish-grey, suggesting a desert or prairie environment.

ro Lights

Warning: The Surgeon General Has Determined
That Cigarette Smoking Is Dangerous to Your Health.

11 mg "tar," 0.7 mg nicotine av. per cigarette, FTC Report Mar '84

CHANGE THE COURSE OF HISTORY IN A FEW SHORT HOURS.

Conquest of the Empire — the new adventure game of conquest and cunning that challenges you and your opponents to unify the republic and become the next emperor of Ancient Rome.

All action takes place in the 2nd Century A.D.—as you re-enact some of the most famous battles in history. Except, this time around, it's your turn to control the outcome. You are one of the battling Caesars whose goal is nothing less than the conquest of the Roman Empire, any way you can do it!



made with the enemy, it can be broken.

It's war, just as it has been fought for centuries. Complete with all the intrigue, strategy, tactics, treaties, and treachery. As easily as an alliance

To win and make your Caesar the emperor, you must annex provinces, collect tributes, and eliminate all other Caesars. It requires the courage of a Julius Caesar, the craftiness of a Marc Antony, and the wisdom of an Octavian.



It's up to you to decide which province to attack... and how you'll attack it. Will you battle with legions of cavalry and deadly catapults? Or will you approach by sea, with your galleys filled with fierce foot soldiers?

After you capture a province, you receive tribute from your conquered enemies. You use the money to buy more men and armaments. As your territories increase, you build fortified cities, building an empire within an empire — and your Caesar's destiny will be assured.



Your 33" x 19½" game board is an accurate, colorful map of the Roman Empire in 150 A.D. You get a realistic fighting force of 268 highly detailed playing pieces. In addition, you get 45 plastic Roman talents, 2 dice, 1 chart, and 180 provincial tokens.

Be prepared to spend hours—even days—of supercharged excitement as you change the course of history!

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**CONQUEST
OF THE
EMPIRE**
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Cryptic Crossword ★★★

by Merl Reagle

The Warm-Up Puzzle at right contains all the basic types of clues you're apt to encounter in a cryptic crossword. Like all cryptic clues, each contains two parts: a direct or indirect definition of the answer and a second description of the answer through wordplay. The first step in solving a cryptic clue, and a great part of the fun, is to determine the dividing point between the parts. Consider some sample clues:

"Coach ran game badly (7)." This is an example of an anagram. The letters in the words "ran game" can be rearranged to spell the answer, *MANAGER*, which is defined as "coach." The word "badly" suggests that the adjacent letters are to be rearranged. An anagram clue always contains a word or phrase (like "crazy," "reorganized," or "in a heap") that suggests mixing or poor condition.

"One in three travel by permit (7)." Here you must join two short words to form the answer: *TRIP* ("travel") is placed beside ("by") *LET* ("permit"), resulting in the answer, *TRIPLET* ("one in three"). This is an example of a charade clue.

"Doctor's son harboring desire (7)." The word *SON* literally holds the word *URGE* ("desire") in the answer, *SURGEON* ("doctor"). The word "harboring" suggests the holding of *URGE*. This is called a container clue.

"Misfortune apparent in outraged youth (7)." The answer, *TRAGEDY* ("misfortune"), is literally apparent in the letters of "OUTRAGED Youth." This is an example of a hidden word.

"Unspecific officer (7)." This is the most straightforward type of cryptic clue, since the answer is merely defined twice. The answer, *GENERAL*, means both "unspecific" and "officer."

Other tricks of cryptic solving have been explained in previous issues. If you are new to cryptic crosswords, start with the Warm-Up Puzzle at right and refer to the Answer Drawer for explanations.

Warm-Up Puzzle for New Solvers ★

With detailed explanations in Answer Drawer, page 70

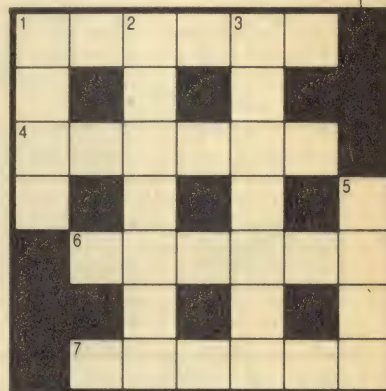
by Emily Cox and Henry Rathvon

ACROSS

- 1 Story about Mom making Mexican food (6)
container
- 4 Pen chorale for audience (6)
homophone
- 6 Draw off gas sloppily in shop (6)
anagram
- 7 Jab President Franklin (6)
second definition

DOWN

- 1 Headless stick insect (4)
beheadment
- 2 Comedian Steve with one cocktail (7)
charade
- 3 Material in sale at Herman's (7)
hidden word
- 5 Stake in volcano rising (4)
reversal

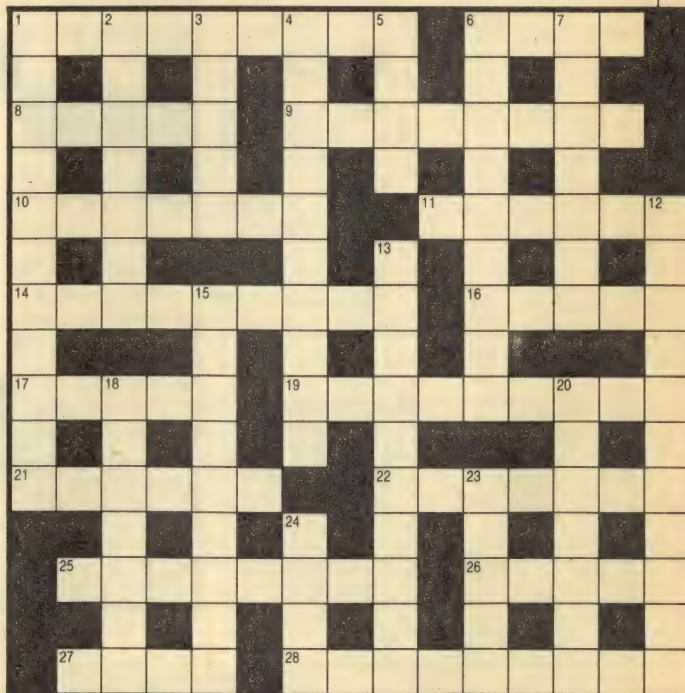


ACROSS

- 1 The U.S. Open moves to swanky quarters (9)
- 6 Big river makes crooked line (4)
- 8 Former president gets no sign of voters in making comeback (5)
- 9 Boarlike creatures battle horrible ghost (8)
- 10 Eats cherry retrieved from fishy soup (7)
- 11 Actress Meryl makes saint look around (6)
- 14 Call-A-Pest messing around in the cellar? (4,5)
- 16 Stand inside ceaselessly (5)
- 17 Flower exists in 24 hours (5)
- 19 Large and small garment for painting (9)
- 21 Beginning of "Rain in Spain" is a pain (6)
- 22 Love R.D. Laing in *Knots* (7)
- 25 Sent about 10¢ for silt (8)
- 26 Bail out with one excuse (5)
- 27 Fog is trapped in mountain (4)
- 28 Exotic pet lovers snoozed too long (9)

DOWN

- 1 Al Pacino mixed prosecutor's cocktails (4,7)
- 2 Number ten (one-zero to us) is irritating (7)
- 3 Improved section of telephone directory (5)
- 4 Changing a lower bunk is useless (10)
- 5 Bring in coffee dispenser noisily (4)
- 6 Thorniest cryptic arises from well-pitched baseball games (2-7)
- 7 Lumberjacks with beers talking (7)
- 12 Let sprite go crazy in Spielberg film (11)
- 13 Actress Peters reportedly set fire to a red slip? (10)
- 15 Scientist has announced carbonation aid (9)
- 18 Jerusalem resident is backing one king (7)
- 20 Brainless one amid A's baseball team (7)
- 23 Enlarges holes in many sheets of paper (5)
- 24 A woman's love! (4)



Answer Drawer, page 72

U.S. Crossword Open

Persistence—and a little high school French—paid off for Rebecca Kornbluh (right), a tapestry weaver and crackerjack puzzler from Mundelein, Illinois. She outsolved 249 other contestants last August at the finals of the GAMES/Merriam-Webster U.S. Open Crossword Championship in New York City, taking home \$1,500 and the famous six-foot GAMES pencil.

In the playoff round, Kornbluh was the only contestant to get the French word *BEL* (clue: "—Ami, 1885 Maupassant novel"), which crossed the first L in WELLAND ("Ontario canal"). "I was mentally thanking my high school French teacher," she remarked later.

Kornbluh turned in perfect solutions for the five preliminary puzzles, two of which are presented here, and a third on page 46. This

effort got her into the playoff, along with John McNeill, the 1983 champion, who finished second; and Stanley Newman, the 1982 champion, who came in third.

If you'd like to compete against the clock, as the contestants did, on the two puzzles here, the time limits are 15 minutes (below) and 30 minutes (facing page). The champion's time appears beneath each grid.

—W. S.

The Top 10 Finishers

1. Rebecca Kornbluh Mundelein, IL
2. John McNeill Austin, TX
3. Stan Newman Massapequa Park, NY
4. Ed Bethea New York, NY
5. Thomas Fuller Bethesda, MD
6. Elsa Angrist Arlington, VA
7. Joe Clonick New York, NY
8. Betsy Cenedella New York, NY
9. Miriam Raphael Rye Brook, NY
10. John Chervokas Briarcliff Manor, NY



Globe Trotting ★★

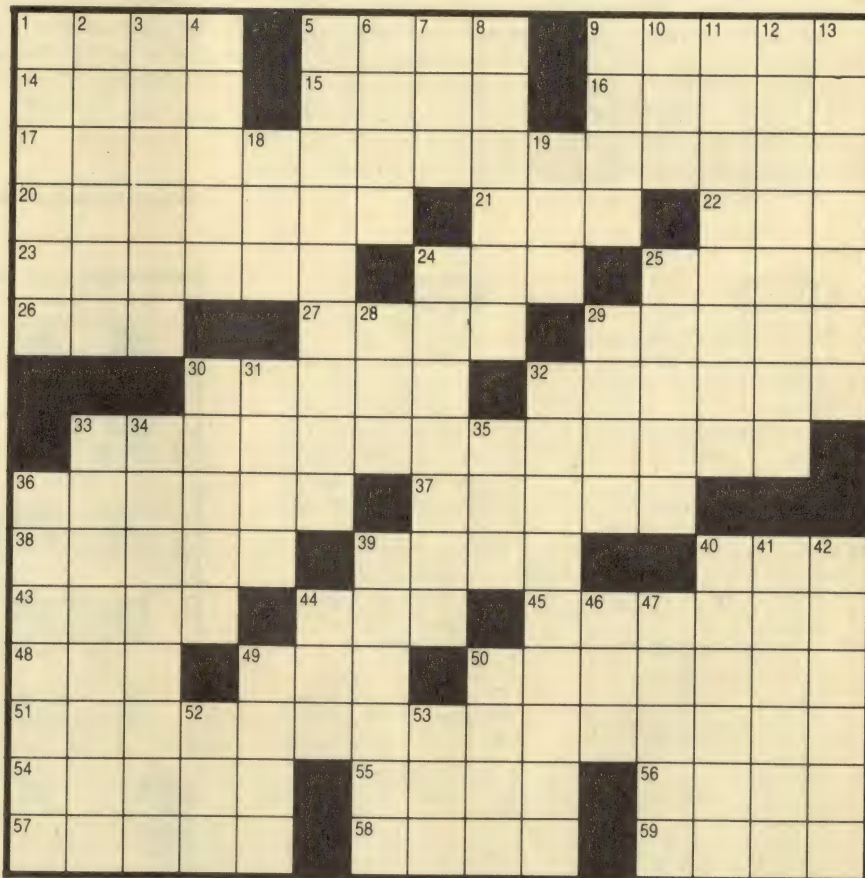
by Stephanie Spadaccini

ACROSS

- 1 Saturday night specials
- 5 Pre-calculus course, for short
- 9 Mating game
- 14 Sports announcer Arthur
- 15 Opera set in ancient Egypt
- 16 Wisconsin college
- 17 Tequila?
- 20 Eightfold
- 21 Friend's alternative
- 22 Mgr.
- 23 Most inexperienced
- 24 Vacationer's club
- 25 Shipbuilder's wood
- 26 —-cone
- 27 Cupid
- 29 Dessert that goes over with a bang?
- 30 Twenty-one gun salute
- 32 —- a Mockingbird
- 33 Song about the Minotaur's home?
- 36 Prestige
- 37 Live's partner
- 38 Nag, in a way
- 39 Quandary
- 40 Computer terminal, familiarly
- 43 Is asleep at the switch
- 44 Poker winnings
- 45 M.C. of the art world
- 48 Fat farm, of sorts
- 49 Word with ladies or first
- 50 Animal study
- 51 Support for the Louvre?
- 54 Lollapaloozas
- 55 Blooper
- 56 Harangue
- 57 Creed
- 58 *The Naked Jungle* menace
- 59 "Woe is me!"

DOWN

- 1 Swamp critters
- 2 —- School (early 20th century art group)
- 3 "Just —- of Us" (1981 hit song)
- 4 Smooth transition
- 5 Short stories' opposites?
- 6 Ready for picking
- 7 Liz said it seven times
- 8 Worker on a movie set
- 9 Ojibwa relatives
- 10 Author Charles, of *Dressing Right*
- 11 Plague
- 12 Extroverted
- 13 Swimmer's tube
- 18 Delivery co
- 19 The Mary Quant look
- 24 Illuminated by Luna
- 25 Subway coin
- 28 Twice Dill
- 29 Afrikaner
- 30 Quenches



Champion's time: 4 minutes 50 seconds

Answer Drawer, page 75

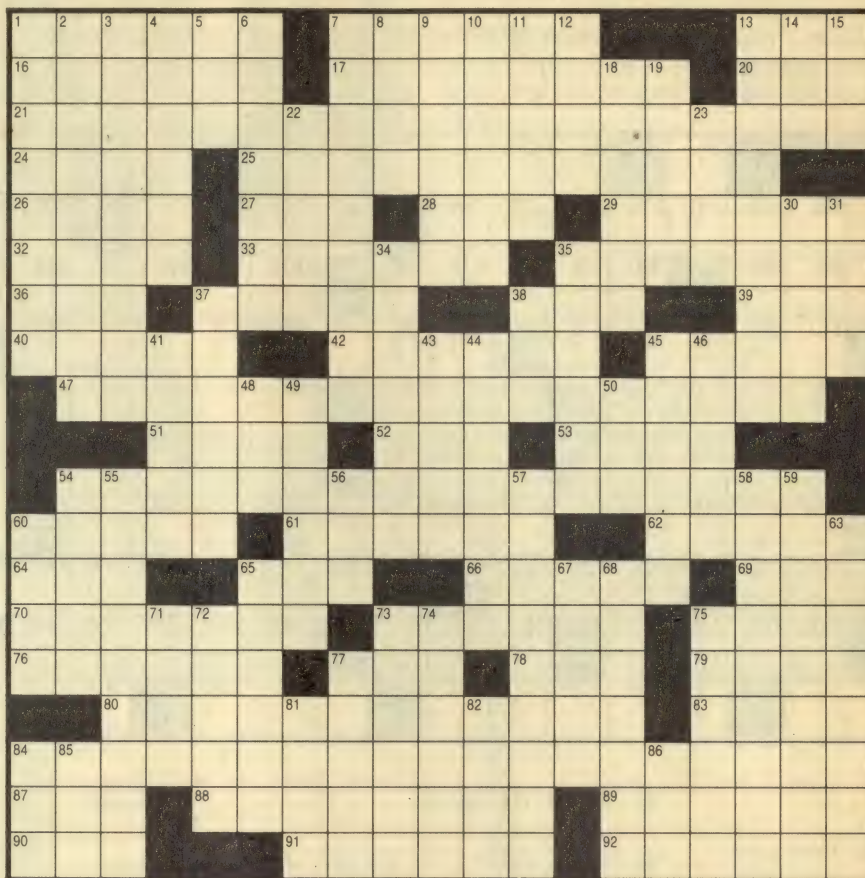
- 31 Côte d'—
- 32 The advantages vs. the disadvantages
- 33 Belladonna
- 34 Naughty Mary
- 35 Pentagon title: Abbr.
- 36 Darkness on the daystar
- 39 Wine shop
- 40 Like church singing
- 41 Victoria's last name?
- 42 Midnight meetings
- 44 Speedway rest spot
- 46 Bread, to gravy
- 47 Bow, of the silents
- 49 Right-hand person: Abbr.
- 50 Kind of suit
- 52 Exist
- 53 White House moniker

ACROSS

- 1 Fixed an oil well "blow-out"
- 7 Went wide, perhaps
- 13 Emerald time
- 16 Sondheim's *Can Whistle*
- 17 Claudius's mother, and namesakes
- 20 Copy
- 21 Survivors' tales
- 24 Feeling, in France
- 25 Grew bored
- 26 Acquired, with "by"
- 27 Columbus sch.
- 28 Jay or em follower
- 29 Writer Welty
- 32 "Pity"
- 33 In peak form
- 35 Cremona's on it
- 36 Called the shots at
- 37 Porto Novo is its capital
- 38 Puzzle clue, for short
- 39 "The Railsplitter"
- 40 Play div.
- 42 A decade old
- 45 1959 Frankie Avalon hit
- 47 Appropriates the applause
- 51 Of historic times
- 52 Hartmann von _____, German poet of Arthurian romances
- 53 Cross inscription
- 54 Constitutional precept
- 60 Sculpt
- 61 Example of 24-Across
- 62 Stock selling point
- 64 Hockey Hall of Famer
- 65 Big Ten rival
- 66 Lower-case
- 69 Suffix with serpent
- 70 Words of a petal plucker
- 73 Have _____ of a time (enjoy)
- 75 New Testament book
- 76 Have _____ many (overindulge)
- 77 Literary trivia
- 78 Unit of bricks?
- 79 Pearl Harbor battleship
- 80 In one piece
- 83 Half a disease
- 84 Enjoys immensely
- 87 Three-faced woman?
- 88 Ranged
- 89 Rocket's force
- 90 Drum site
- 91 Basic points
- 92 Medieval work guilds

DOWN

- 1 Amtrak refreshment centers
- 2 Variety show staple
- 3 The light touch?
- 4 Flowers in a "pocketful"
- 5 Suffix with consist and persist
- 6 Lament
- 7 Kangaroo or wombat, e.g.
- 8 *Meet Me _____* Louis
- 9 Cicero, Seneca, and others
- 10 Shakespearean specialty
- 11 On the mother's side
- 12 Mumchance equipment
- 13 Annunzio of "singing strings" fame
- 14 Right on
- 15 Thumbs up
- 18 "_____ a thousand furlongs of sea for an _____ barren ground": *The Tempest*
- 19 French sister
- 22 Microscope-slide dye
- 23 Watt's former dept.
- 30 Argue back
- 31 Bellicose Olympian
- 34 "Oh, to be in _____"
- 35 Lead instrument
- 37 Author of *The Devil's Dictionary*
- 38 Actress Ruby
- 41 "_____ a close watch on this heart of mine" (Cash lyric)
- 43 Debussy piece
- 44 Rural Australia
- 45 One of the equinoxes
- 46 Autocratic law
- 48 Egyptian cotton
- 49 Region of east France
- 50 Genetic matter
- 54 Time: Prefix
- 55 Farm machine
- 56 Semi-orbit
- 57 Doll and model "skeletons"
- 58 Philosopher of Hierapolis
- 59 City north of San Francisco
- 60 Sans instructor
- 63 Changes places again
- 65 The simple life?
- 67 On the way
- 68 Doth give
- 71 Greek letters
- 72 Till now
- 73 Pro _____
- 74 Reno's county
- 75 Alabama college
- 77 Journalist's view
- 81 Is not ungrammatical?
- 82 Tobacco-drying oven
- 84 The right way?
- 85 Actress Marie Saint
- 86 "_____ wise guy!"



Champion's time: 8 minutes 45 seconds

Answer Drawer, page 70



British puzzlemaster Jonathan Crowther (a.k.a. "Azed") clued solvers in on cryptic crosswords.

Numbered cards and a digital clock (far right) kept the 250 contestants apprised of time.



Double Cross ★★

by Michael Ashley

Answer the clues for words to be entered on the numbered dashes. Then transfer the letters on the dashes to the correspondingly numbered squares in the puzzle grid to spell a quotation reading from left to right. Black squares separate

words in the quotation. Work back and forth between grid and word list to complete the puzzle. When you are done, the initial letters of the words in the word list will spell the author's name and the source of the quotation. *Answer Drawer, page 70*

			1N		2O	3B	4F	5C	6I	7Q		8H		9J	10R	11G	12N	13V	14O	15D	16P	
17L	18B	19S	20C	21M	22N	23R	24H		25D	26U	27B	28J		29M	30Q	31T	32O	33E	34W	35U		36G
37Q	38B	39A		40M	41R	42V	43S	44K		45N	46C	47T	48L	49H	50J	51P		52D	53G	54O	55L	56K
	57D	58N	59T	60U	61E		62S	63C	64G		65P	66T	67J	68D		69V	70H	71W	72U		73C	74H
75A	76N	77U	78O	79D		80M	81E	82R		83O	84V	85I	86F	87W	88L	89D		90S	91P	92J	93T	
94Q	95F	96O	97N	98P		99R	100M	101L		102U	103I	104A	105W	106O	107Q	108E	109C		110N	111O	112W	113S
	114A	115T	116F	117U	118G	119T	120P	121W	122J		123L	124D	125K		126U	127J	128Q	129N		130M	131G	132I
133F	134K	135A		136J	137B	138L		139V	140R	141Q	142I	143W	144B	145T	146H	147U	148C	149M		150R	151A	152C
	153I	154O	155S	156L		157Q	158O	159J		160V	161Q	162F	163O	164T		165E	166N	167I	168R		169C	170B
171J	172T		173V	174E	175F	176S	177O		178D	179P	180Q		181H	182D	183V	184B	185L	186W	187G			

- | | | | |
|---|---|---|---|
| A. Hurry | <u>39</u> <u>75</u> <u>104</u> <u>114</u> <u>135</u> <u>151</u> | N. Highly agitated | <u>129</u> <u>1</u> <u>12</u> <u>110</u> <u>76</u> <u>58</u> <u>22</u> <u>45</u> <u>166</u> <u>97</u> |
| B. Fleeing the law (3 wds.) | <u>27</u> <u>144</u> <u>38</u> <u>137</u> <u>3</u> <u>18</u> <u>170</u> <u>184</u> | O. Author of <i>Kon-Tiki</i> (2 wds.) | <u>83</u> <u>158</u> <u>14</u> <u>163</u> <u>111</u> <u>177</u> <u>32</u> <u>54</u> <u>96</u>
<u>2</u> <u>154</u> <u>106</u> <u>78</u> |
| C. Formed, shaped | <u>109</u> <u>20</u> <u>73</u> <u>169</u> <u>5</u> <u>148</u> <u>63</u> <u>46</u> <u>152</u> | P. German mercenary of the American Revolution | <u>98</u> <u>51</u> <u>16</u> <u>65</u> <u>91</u> <u>120</u> <u>179</u> |
| D. Person with title but no responsibility | <u>25</u> <u>52</u> <u>68</u> <u>15</u> <u>182</u> <u>89</u> <u>124</u> <u>79</u> <u>178</u> <u>57</u> | Q. Got rid of | <u>7</u> <u>30</u> <u>37</u> <u>94</u> <u>107</u> <u>128</u> <u>141</u> <u>157</u> <u>161</u> <u>180</u> |
| E. Complete | <u>108</u> <u>81</u> <u>165</u> <u>33</u> <u>174</u> <u>61</u> | R. Diurnal reverie | <u>82</u> <u>150</u> <u>168</u> <u>41</u> <u>23</u> <u>10</u> <u>99</u> <u>140</u> |
| F. Brilliantly shining | <u>4</u> <u>162</u> <u>133</u> <u>95</u> <u>175</u> <u>86</u> <u>116</u> | S. Track for harness ponies | <u>155</u> <u>43</u> <u>176</u> <u>19</u> <u>90</u> <u>62</u> <u>113</u> |
| G. Become smaller and smaller | <u>64</u> <u>36</u> <u>131</u> <u>11</u> <u>53</u> <u>118</u> <u>187</u> | T. Utterly destroy | <u>31</u> <u>47</u> <u>59</u> <u>66</u> <u>93</u> <u>115</u> <u>119</u> <u>145</u> <u>164</u> <u>172</u> |
| H. Writing that often contains "lies" | <u>24</u> <u>74</u> <u>49</u> <u>146</u> <u>8</u> <u>181</u> <u>70</u> | U. Use of tricky devices | <u>35</u> <u>147</u> <u>102</u> <u>126</u> <u>117</u> <u>60</u> <u>77</u> <u>26</u> <u>72</u> |
| I. Watching | <u>6</u> <u>85</u> <u>167</u> <u>153</u> <u>103</u> <u>132</u> <u>142</u> | V. Rate as more important | <u>183</u> <u>13</u> <u>69</u> <u>84</u> <u>42</u> <u>139</u> <u>173</u> <u>160</u> |
| J. Financial venture | <u>127</u> <u>67</u> <u>171</u> <u>159</u> <u>9</u> <u>136</u> <u>28</u> <u>122</u> <u>50</u> <u>92</u> | W. They're usually black for formal occasions | <u>34</u> <u>71</u> <u>105</u> <u>87</u> <u>121</u> <u>143</u> <u>112</u> <u>186</u> |
| K. Minus | <u>134</u> <u>125</u> <u>56</u> <u>44</u> | | |
| L. Current fluctuation | <u>55</u> <u>156</u> <u>17</u> <u>88</u> <u>185</u> <u>123</u> <u>48</u> <u>101</u> <u>138</u> | | |
| M. Table linen | <u>100</u> <u>80</u> <u>29</u> <u>130</u> <u>40</u> <u>149</u> <u>21</u> | | |

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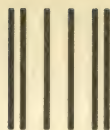
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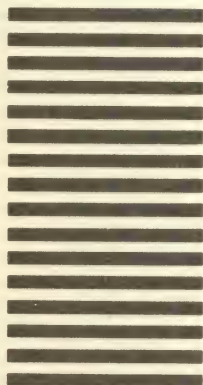
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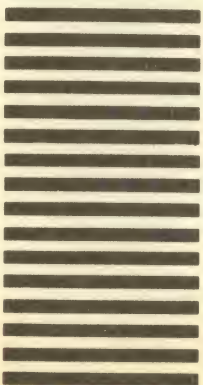
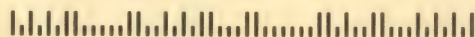
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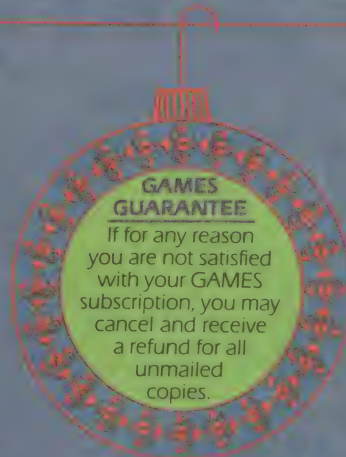
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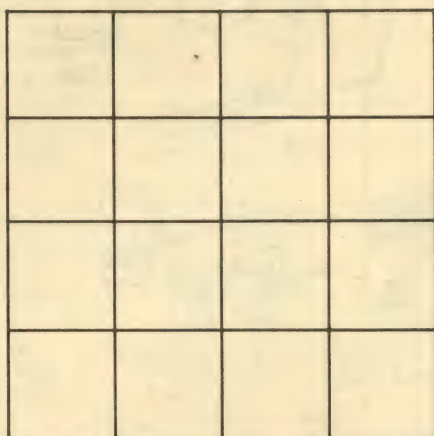
Here are five tantalizing brainteasers from the late, great British magazine *Games & Puzzles*, reprinted in a pair of new books titled *Puzzles for Geniuses: I and II* (Prentice-Hall). You

don't have to be a genius to solve these . . . but a sharp mind will help.

Answer Drawer, page 76

1. Color Scheme

Imagine 16 colored counters—four blue, three red, three green, three yellow, and three white. How can they be placed in the 4×4 grid below, one counter per square, so that no two counters of the same color are in a line vertically, horizontally, or diagonally?



2. Poker Face

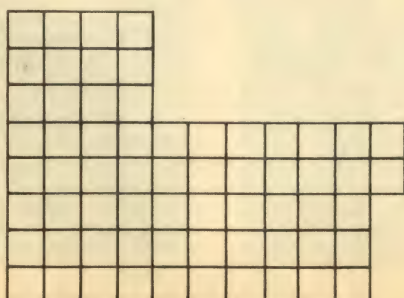
Dexter picked up one of his usual poor poker hands the other night. He noted:

1. All the cards were below a jack, and no suit was missing.
2. The odd and even totals were equal.
3. The spades totaled 14.
4. The red cards totaled 10.
5. The lowest card was a heart.

What was Dexter's hand?

3. Cutting the Rug

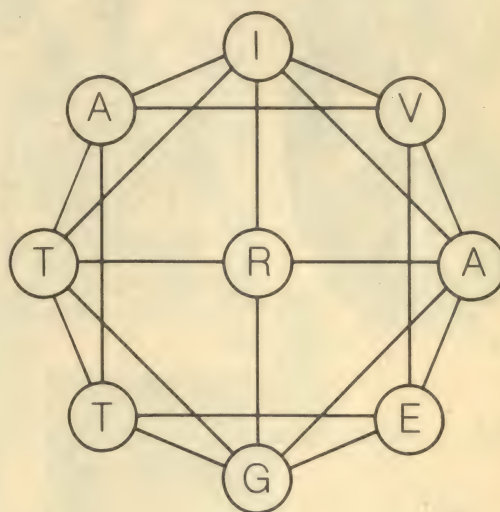
The rather oddly shaped rug shown below contains 64 small squares. Can you cut it into just two parts that can be fit together to form an 8×8 square?



4. Lettergrams

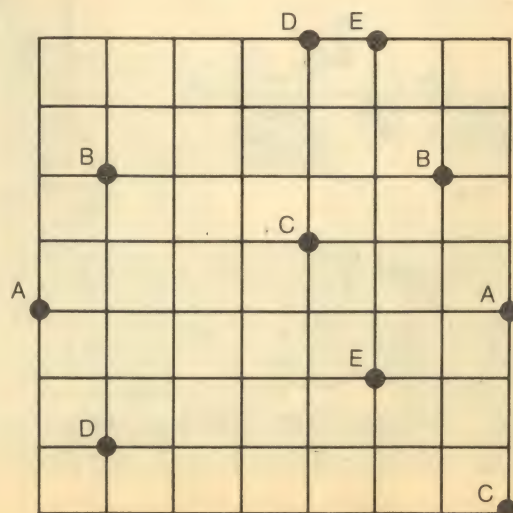
How many words of four or more letters can you form by traveling along the lines in the grid below? (Hint: One word uses all nine letters.) Each letter in a word must be connected to the previous one by a straight line. No letter may be repeated within a single word. Proper names are not allowed.

Our score: 14.



5. Related Points

Can you connect each of the five pairs of points (A to A, B to B, and so on) in the diagram below, following only the lines of the grid and making sure that none of your lines cross?

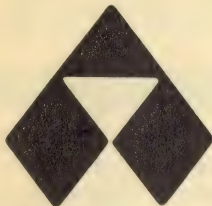


Picture This! ★★★

This novelty crossword was one of the six puzzles at the recent U.S. Open Crossword Championship. For each clue

marked PICTURE, see the correspondingly numbered illustration below, or beneath the grid.

Answer Drawer, page 74



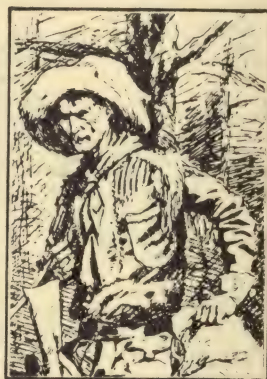
16A



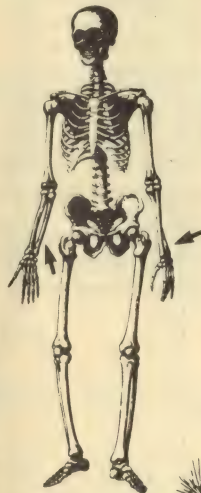
17A



46A



51A



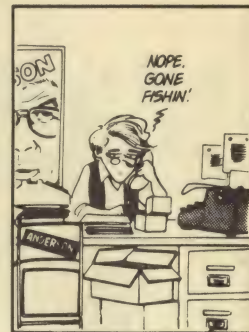
18A

ΑΒΓΔΕΖΗΘΙ
ΚΛΜΝΞΟΠ
ΡΣΤΥΦΧΨ

20A



24A



21A



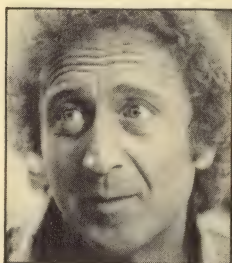
32A



69A



62A



66A



76A



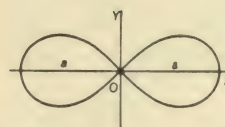
68A



75A



6D



11D



54D



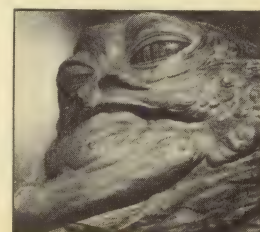
17D



42D

1	A	B	C	D	E
2	A	B	C	D	E
3	A	B	C	D	E
4	A	B	C	D	E
5	A	B	C	D	E
6	A	B	C	D	E
7	A	B	C	D	E
8	A	B	C	D	E
9	A	B	C	D	E

10D



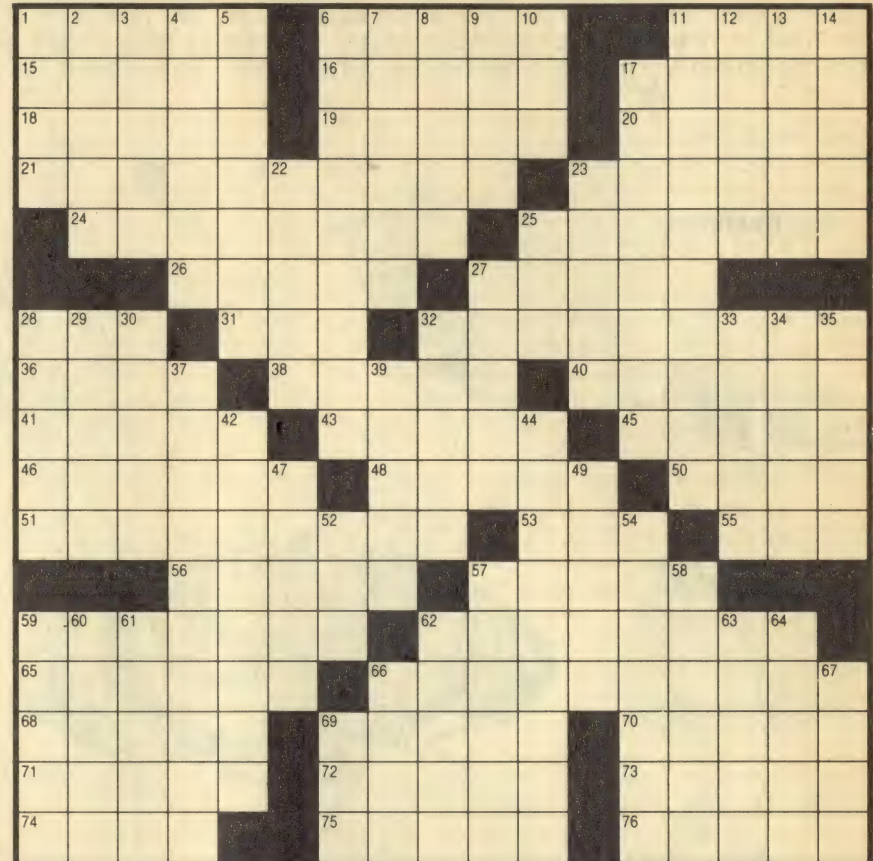
59D

ACROSS

- 1 Congresswoman
Lindy from
Louisiana
6 Grates
11 Speaks with
forked tongue
15 "The calla lilies
_____ bloom . . ."
16 **PICTURE:** Whose
logo is this?
17 **PICTURE:** What
does this sign
mean?
18 **PICTURE:** Name
these bones
19 Baker's need
20 **PICTURE:** What's
missing here?
21 **PICTURE:** Name
this character
23 Europe's Simpon,
for one
24 **PICTURE:** What
team wears this
helmet?
25 They give the
thumbs-down
26 Unloads
27 Mint output
28 Additionally
31 Tail
32 **PICTURE:** Name
this creature
36 Painter Chagall
38 One natural
40 Throws forcibly
41 Key location?
43 Heirloom
45 Bit of work
46 **PICTURE:** Which
Muse is this?
48 "_____ all!" ("Think
nothing of it!")
50 Exo's opposite
51 **PICTURE:** What
artist drew this?
53 Queue before Q
55 Second sight
56 Ottoman sultan
57 Time, Inc.,
publication
59 Bedtime garb
62 **PICTURE:** Whose
signature is this?
65 Zoo section
66 **PICTURE:** Who is
this?
68 **PICTURE:** What is
this?
69 **PICTURE:** Name
this geographical
place
70 Fern-to-be
71 Try to get, at
Christie's
72 Picture
73 Start a set, of a
sort
74 Winglike
75 **PICTURE:** What is
this machine?
76 **PICTURE:** What is
this part of?

DOWN

- 1 Computer trans-
mission unit
2 Lowest deck
3 **PICTURE:** Where
was this man
born?
4 Brobdingnagians
5 Showed contempt
6 **PICTURE:** Name
this actor
7 Bering Sea
natives
8 Battle mementos
9 Nosegay
10 **PICTURE:** What is
this part of?
11 **PICTURE:** What
kind of curve is
this?
12 Sherlock's Miss
Adler
13 Oologist, e.g.



- 14 Circus performers
17 **PICTURE:** What
group dresses like
this?
22 Barn adjuncts
23 Agent's cut
25 Sanctum
27 "Shut yer mouth!"
28 Affair of the heart
29 Mother of pearl
30 Oneirocritic's
subject
32 Fruit salad
ingredient
33 Woolly, perhaps
34 Tears apart
35 Prevent by law
37 **PICTURE:** What
constellation is
this?
39 Malicious
talk
42 **PICTURE:** What is
this?
44 **PICTURE:** Identify
this object
47 "... gang aft
____"
49 Up: _____ (so far)
52 "_____ the
season . . ."
54 **PICTURE:** What
kind of garment is
this?
57 Oversee
58 Barked
59 **PICTURE:** Who is
this?
60 Benefit
61 "I wouldn't _____
bit!"
62 Everest locale
63 Bouquets
64 Chutzpah
66 Vasco da _____
67 Film unit
69 **PICTURE:** Name
this sail



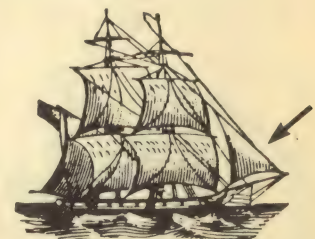
3D



37D



44D



69D

As we all know, every bee in the hive has its own little job to do. This hive, however, is a bit out of the ordinary, since the task of each bee is to suggest a word starting with the prefix

BE. That drone at the cauldron, for instance, is 'BESTIRRING' ("bee stirring"). See if you can identify the other bees bestrewn below. But beware—some are pretty beguiling. Begin.

Answer Drawer, page 75

Ex. Bestirring



COMPUTER GAMES

EDITED BY R. WAYNE SCHMITTBERGER AND BURT HOCHBERG

All work and no play make for a dull computer owner. But those of you who sit pinned in front of a monitor screen balancing checkbooks or learning conversational Basque should take heart: The new computer games will quickly remove that glazed look from your eyes.

The best of the games released in the past year display not only an amazing technical ingenuity on the part of their designers and programmers, but also an uncanny ability to engage both the minds and fingers of players sitting entranced before a computer for hour after hour.

The visual and aural wonders unleashed by this techno-magic range from graphics that realistically depict a gymnast tumbling to the mat after a double axel vault over a horse to the blood-curdling scream of a man falling down a bottomless pit to a wide variety of musical effects rivaling those of a professional synthesizer.

And for complex challenges, the home computer is a wonderful companion. A wargame that simulates the German invasion of the Soviet Union in World War II requires the strategic savvy of a five-star general, and lifelike games based on the stock market and on Presidential elections make it seem that the economic and political future of the nation are riding on every decision. Even "simple" games of motor coordination, the classic video-game mainstays, have taken on new dimensions: On top of running fast and/or shooting straight, it may also be necessary to outwit fiendishly intelligent robots or gingerly puzzle a path through a field of precariously balanced boulders. If the designer's thrills aren't satisfying enough, some games allow players a programming option, whether it's building a race course or creating mazes simple enough for a child or hard enough for a master architect.

Computer games have indeed come of age. With roughly 10 million computers already installed in American homes (the number is increasing rapidly), software manufacturers are eager to meet the voracious demand for new products. Video games, meanwhile, have taken a back seat. Most, including many old friends, have gone the way of the dinosaur and the Davy Crockett hat.

Yet the hardiest members of the species have survived (often in reformatted versions for home computers), and a few fine new games were introduced in the last year (for example, Space Shuttle for the Atari 2600, Ballblazer for the Atari 5200, and Rocky for ColecoVision/Adam). And lovers of the good old shoot-'em-up can find some action for their game machines by sticking with the classics of this genre, many of which are still available in stores.

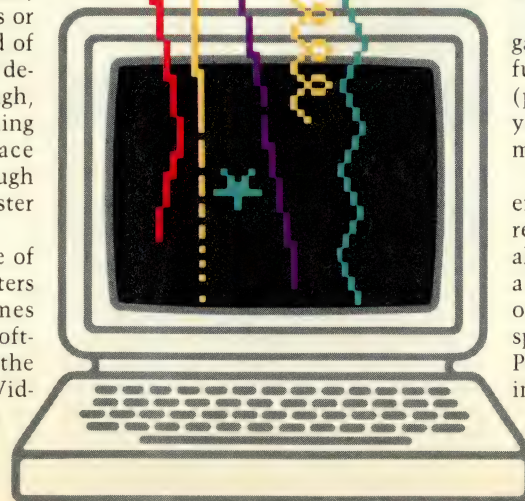
In the pages that follow, we offer reviews of our favorite new computer and video games as well as an update on hardware. Most of the games fit neatly into categories—adventure, arcade action, simulations, and so on—and that's how we've arranged them. Listed at the end of each review are vital statistics about the game: manufacturer, author (if credited by the manufacturer), systems the game is playable on (check with retail outlets or the manufacturer for current availability of versions not listed here), approximate price, and format (D for disk, C for cartridge, and T for tape cassette). The following abbreviations are used for the hardware:

AP: Apple II+/IIe
AT: Atari 400/800/1200XL/600XL/800XL
COL: ColecoVision/Adam
C64: Commodore 64
IBM: PC/PCjr
MAC: Macintosh
2600: Atari 2600 Video Computer System
5200: Atari 5200 Super System

Since no retail outlet can carry all games in all formats, the manufacturers' full names and addresses are also listed (page 60). If you can't find the games you want in local stores, check with the manufacturer.

Games that have been previously covered in this magazine include an issue reference at the end of the review. We've also included at the end of each category a list of "Don't Miss" older games, most of which were reviewed by GAMES in two special sections last year ("Computers at Play," December 1983, and "Fine Tunings," October 1983).

And if you're not a computer owner, the following pages will give you a good idea of what you can look forward to if you take the plunge. —B.H.



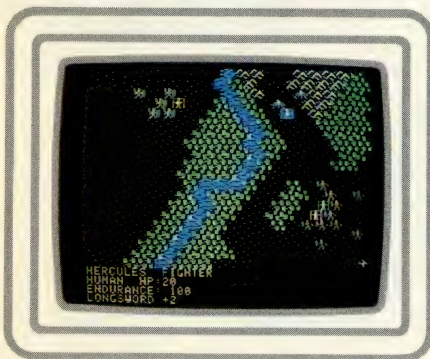
INFIDEL

The Arab workers have poisoned your kumiss and abandoned you in the desert because you asked them to work on a high holy day. The "navigation box" hasn't arrived from the States yet. And it isn't even noon. What a way to start the day. Yet that's how it does start in *Infidel*, the first in the new "Adventure" series of games from Infocom.

You play an ambitious, unscrupulous archaeologist. The very fact that you're here in the desert searching for a lost pyramid is the result of having cheated your fine upstanding partner. Now you're alone. Using a map and the navigation box (when it finally arrives), you must find, in the endless, shifting desert dunes, the location of the pyramid. Once you find it and go inside, there are hieroglyphics to decipher, hidden traps to avoid, and treasures to collect—provided you explore slowly and carefully.

Infidel is purposely simpler to solve than most of Infocom's fine line of witty, all-text games, since it was written as an introduction to the genre for novice adventurers. But it's still a challenge. Sharp thinking is required to solve the puzzles it poses, and the thrill of successfully deducing the meaning of the jewel clusters or correctly reading the hieroglyphics without the aid of a Rosetta Stone is no less exhilarating than the rewards of more taxing adventures. (Aug. 84) —Randi Hacker
Infocom; AP, AT, C64, IBM, MAC (D); \$45.

XYPHUS



Fantasy role-playing adventures—the computer game equivalents to the likes of *Dungeons & Dragons*—are a delightful source of challenge, but they have one drawback: They require weeks or months to play. The designers of *Xyphus* must have sensed some players' frustration at slow progress, and have created the first adventure-game equivalent of *One Minute Manager*.

Xyphus is divided into six separate modules, which must be played in order. Each is a complete adventure, solvable in about one to 12 hours, depending on the skill of the player. The modules get progressively harder, and the final one should satisfy even the

most jaded expert player.

As many as four characters may be separately controlled on the screen at the same time—a feature unique to this game. Make sure your party includes at least one of each of the three races (Elf, Dwarf, and Human), as powers special to each race are needed at different times. Characters can cast three types of magic spells (attack, hindrance, and healing). As characters gain levels of experience (good players should be able to develop level-four characters, while a really lucky Indiana Jones type adventurer might make the fifth level), they earn more powerful spells.

Since multiple monsters of different types may appear together, the game has some elements of classical strategic planning, as the player organizes his forces in a battle front to best fight the approaching enemy.

New players will find this very original game an excellent introduction to the genre, while experienced players will appreciate the game's brevity as well as its detail.

—Roe R. Adams, III

Penguin, by Dave Albert and Robert Waller; AP, C64 (D); \$35.

THE COVETED MIRROR

This game offers not only a first-rate puzzle, but also interesting graphics that include a detail of animation in most scenes. At the start, you've been imprisoned by the evil King Voar, whose hold over the kingdom can be broken only by finding a piece of a magical mirror. You can escape from your cell and explore the castle or even wander into town, but from time to time you'll be recaptured by the guards. The geography of the game has all the classic elements, from confusing *Twisty Passages* to secret passageways that are useful shortcuts. Most of the objects you find must be traded for other objects (try talking to the townspeople, who may offer hints). There are also unusual touches like fishing and jousting contests that test your reflexes. This is an excellent game for all levels of adventurers. (May 84)

—R. W. S.

Penguin, by Eagle Berns and Holly Thomason; AP (D); \$35.

SORCERER

You meet a lot of intriguing characters in this all-text sequel to *Enchanter* (Feb. 84), including a mysterious Adventurer whose identity will surprise you. Once again you're the young wizard you were in *Enchanter*, but this time you're more respected and have more spells. Your mentor, Belboz, has been carried off by a demon named Jeearr, who has also taken over Belboz's mind and is now living there rent free. Your job is to evict him. But first you've got to get out of the Enchanters' Guild without using the door. If you don't get out by bedtime, your dreams will take you to the House of Eternal Pain, where your agony will be so profound you won't be able to move

or think—or escape. Try to avoid this.

Your explorations will take you through the Underground Empire first visited in the *Zork* trilogy (Dec. 83) and later encountered indirectly in *Enchanter*. If you find the admission fee, you can spend a little R&R time in the best amusement park ever. Don't miss the arcade area, where the prizes for beaming bunnies with metal balls are even better than kewpie dolls. You'll meet gnomes, learn that crime does in fact pay, and discover that bat guano is not just something to avoid stepping in. Magic scrolls are littered all over the place, and the spells they contain will make your mouth water. Making a map of the game's landscape is necessary, as is finding a friend to play with who understands mirror mazes and reverse mirror mazes—and don't underestimate the usefulness of the Infotater, the information wheel that comes with the game.

The story line is brilliantly conceived. As in other Infocom games, the program understands full English sentences and is a witty smart aleck. For example, should you find a flag and type in the command WEAR FLAG, the computer's response might be "Who do you think you are, Abby Hoffman?"

—Randi Hacker

Infocom; AP, AT, C64, IBM, MAC (D); \$45.

KING'S QUEST



In this animated adventure, you use a joystick or the keyboard to move your character through each scene and make him walk, climb, swim, etc., while other characters and animals are also moving. Instead of entering directions on the keyboard (NORTH, SOUTH, etc.), moving your character to the edge of the screen automatically brings him to the adjacent area. And to further reduce the amount of typing you have to do, single keystrokes can be used for certain commands. The graphics are the sunniest and most charmingly detailed we've seen, and make the game a real pleasure to play. The object is to collect three magical objects and bring them to the king. Solving the puzzles you encounter along the way isn't easy, but once you see how they're all related (we won't spoil it for you), you'll find them uniquely logical.

—B. H.

IBM, by Sierra On-Line; IBM (D); \$60.

PLANETFALL

The end justifies the means in Planetfall—even murder, after a fashion—and those who take their scruples into the game with them should abandon all hope of winning.

As usual, Infocom has given adventurers an all-text game containing an intricate, absorbing, and humorous series of puzzles. You are low ensign on a starship, which is about to blow up (cause unknown). Fortunately, the gods look out for shlemiels, and you alone escape in an emergency vehicle to fulfill your destiny, which is on an ostensibly uninhabited planet. With your emergency survival kit, you must explore abandoned settlements, locate crucial rooms and tools, and save the planet from the many disasters that threaten

to destroy it. And you must work quickly, since there's a virus in the air that could kill you if you take too long.

The game is full of such futuristic stuff as teleportation booths, computerized life support systems, and lasers. You even latch on to a robot companion who is loyal and true and tells the same stories over and over—just like real people do. Use him mercilessly.

There is logic and order to the story line. Every time you come up against what seems to be an insoluble problem, a little creative thinking will get you out. This makes Planetfall a totally satisfying game. You can, by the way, finish it without completing all the steps leading up to the ending, but in that case the ending will be different.

—Randi Hacker
Infocom; AP, AT, C64, IBM, MAC (D); \$45.

DON'T MISS

Role-playing

Wizardry (Sir-Tech) AP, IBM
Ultima I, II, III (Sierra-on-Line; Origin Systems) AP, AT, C64, IBM (not all games available for each system)

Graphic

Scott Adams Graphic Adventure Series (Adventures Int'l) AP, AT
Time Zone (Sierra-on-Line) AP
Transylvania (Penguin) AP, AT, C64, MAC

All-Text

Zork I, II, III (Infocom) all systems
Suspended (Infocom) all systems
Deadline (Infocom) all systems

SIMULATIONS

RAILS WEST

Fiendishly complex, and detailed to the point of obscurity, Rails West will nonetheless be loved by railroad enthusiasts, frustrated robber barons, and anyone who thinks computer games are too simple and flashy. The object is to amass a fortune in the railroad business of the 19th-century Western United States. Acting as individuals, or as directors of railroads in which they own a controlling interest, players buy and sell stocks and bonds, take out loans, build new rail lines, and even merge one company into another. The game is all text, except for a map that shows the status of railroad lines across the country. Players can also chart their progress on paper maps and balance sheets that come with the game. As Max Beerbohm said, "For those who like this sort of thing, it is the sort of thing they like."

—Jack Lechner
SSI, by Martin C. Campion; AP, AT, C64 (D); \$40.

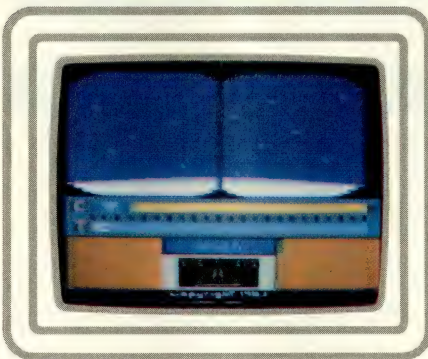
PRESIDENT ELECT

Curious to see whether Ted Kennedy might defeat George Bush for president? Whether Reagan would have beaten Carter in 1976? This mostly text game allows you to simulate any presidential election from 1960 to 1984, using the historical conditions or variant situations you determine.

Each week from Labor Day to Election Day, the computer gives you poll results and spending breakdowns for each candidate. As a candidate's campaign manager, you must choose how much to spend on advertising and where to spend it; how many appearances the candidate should make and where; whether to debate, and how to answer each question. The computer will play some, all, or none of the parts—and it can be a shrewd strategist. Die-hard political buffs can choose to finish the game with a real-time simulation of election night, lasting four hours; we prefer skipping ahead to the final tally.

—Jack Lechner
SSI, by Nelson G. Hernandez; AP, C64 (D) \$40.

SPACE SHUTTLE



PHOTOGRAPH BY KIMBERLY BUTLER

Some day in the not too distant future, seats on the NASA space shuttle will be available through your local travel agent. And on that inevitable day when the pilot slumps forward in her seat and the flight attendants ask if anyone knows how to fly a shuttle, a passenger will stifle a yawn and saunter casually into the cockpit. With a practiced hand, the passenger will dock the shuttle with an orbiting satellite, then return it safely to Earth. Upon receiving the Congressional Medal of Honor, the passenger will tell the nation that "It's nothing once you've mastered the Activision simulation."

—Jack Lechner
Activision, by Steve Kitchen; AP (D); C64 (D, C); AT, 2600, 5200 (C); \$35.

FLIGHT SIMULATOR II

Playing this game is the closest you can come to flying a plane without having to eat airline food. It's all here, in laborious detail: the endless rows of dials and gauges, the radar, and your choice of cloud positions, seasons, and wind speeds. You even have machine guns and bombs, if you're playing the "World War I Ace" variation. Graphics are excellent, with three-dimensional terrain of most of the U.S. to fly over. It takes a while to learn to fly

without crashing—but aren't you lucky to be able to make mistakes that pilots can't afford?

—Jack Lechner
Sublogic, by Bruce Artwick; AP, AT, C64 (D); \$50.

RUN FOR THE MONEY

This solid introduction to basic economic principles is also a lot of fun. You're a Bizling who's stranded on the planet Simian until you can cover your spaceship with protective paint. To get the money to buy the paint at auction, you can sell "synannas"—synthetic bananas—to the Simians who swing overhead. Synannas are made from "rufs," which you can buy from Ruffians at the Ruffhouses. And there's another Bizling in the same predicament—either the computer or a human opponent—who competes with you for paint, rufs, and synanna customers. The game demonstrates the law of supply and demand, the effectiveness of timely advertising, and the role of competition. If you want to win, go for the paint every chance you get.

—Jack Lechner
Scarborough, by Tom Snyder; AP, AT, C64, IBM, MAC (D); \$50.

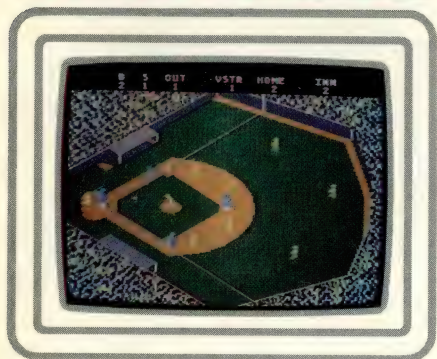
GATO

GATO is a first-rate submarine simulation, placing you in command of a World War II American sub trying to sink enemy ships in the South Pacific. The attractive graphics (not as clear on the PCjr) display your instrument panel and periscope view, a radar screen, charts of your patrol area and quadrant, and—if you don't dive quickly after a destroyer spots you—a damage report.

The controls are simple to understand and maneuver; it's the requisite strategy and skill that make GATO a real challenge. Your opponents can be tricky, even to the extent of sending false orders to trap you deep in their waters. Take the advice of Admiral Halsey: "Hit hard, hit fast, hit often."

—Jack Lechner
Spectrum HoloByte, by Paul Arlton and Ed Dawson; IBM (D); \$40.

STAR LEAGUE BASEBALL



Right from the start, you know it's going to be a great day for a ball game: The sky is California blue and the organist plays Beach Boys type music. The game itself is laid back, simulating baseball's simplicity. Unlike many other such baseball games, you don't have to press a lot of buttons to activate the fielders—the computer does it for you. But what makes this game truly different is the view. Your vantage point is the same as Bob Uecker's in the Miller Lite commercial—the right-field upper deck—and it gives a 3D effect to those line-drive base hits. Before the game, players select the types of hitters and pitchers they want (curve-ball specialist or power hurler). The fast-baller can mow 'em down early, but by the seventh-inning stretch he'll have as much zip as day-old Perrier. Pickoffs, steals, and bunts add realism to the game. The only flaw is that the right fielder, unrealistically, can throw out batters running to first. You can play against an opponent or against the computer, but you have as much chance to beat the latter as a minor league club would have against the 1927 Yankees. —C. S. Gamestar, by Dan Ugrin and Scott Orr; AT, C64 (D; T); \$32. Activision; AP (D); \$32.

ROCKY and CHAMPIONSHIP BOXING

Both these games offer heavyweight thrills without bruising anything more than the loser's ego. Coleco's Rocky pits Rocky Balboa against Clubber Lang (a.k.a. Mr. T) in a 15-round bout. Coleco's Super Action Controller is especially well suited for the game. Its hand buttons let your boxer throw leather to the face and body, duck, and cover up. The built-in joystick moves the fighters from side to side and across the ring. Though the computer scores the fight, giving cumulative totals at the end of each round, most fights end in a knockout caused by an accumulation of blows. It's important to watch the fatigue and daze gauges, so you'll know when to cover up and when to attack. To score big, jab and then weave by moving quickly from side to side. And don't forget to work the body.

With its world of options, Championship Boxing is far more complex than Rocky. There are three main choices: Let the computer do all the fighting, or act as manager, giving strategy advice to your fighter from the corner before and during the fight; or, in the arcade mode, get in on the action, controlling the movements of one of the fighters against either the computer or another player. You use the keyboard to throw jabs, uppercuts, duck, etc., so you'd better learn to hit the 10 different keys needed without looking or you'll get hit. The fighters come in two varieties: real boxers, like Marciano, Ali, and Thomas Hearns, whose characteristics are built into the program; or a fighter created by you, building from a list of variables, including weight, reach, aggressiveness, ability to take a punch, etc. Thus you can pit a superman of your own making against another hybrid, or Joe Lewis against Jack Dempsey, though such matchups probably won't KO any barroom arguments. —C. S.

Rocky, Coleco; COL (C); \$34.

Championship Boxing, Sierra, by Dave and Barry Murray; IBM (D); \$35.

BALLBLAZER

Lucasfilm has come up with a winner that's as visually original as the company's movies. In this futuristic game, each of two players rides a high-speed bumper-car inside the boundaries of an immense checkerboard. The object is to capture a glowing ball of light that sticks to an air cushion in front of the car, and to score points by pushing or shooting the ball through goalposts that move back and forth across the end line. A horizontally split screen allows you to see the point of view of both players simultaneously. Since both cars always turn to face the ball automatically, the perspective can change with dizzying suddenness. This takes some getting used to.

The best strategy is simple: Get to the ball first and plow ahead to the goal. Failing that, you can dislodge the ball from the opponent's car when it's in close range by pressing the fire button. A canny player can shield the ball with his car, so a good defensive strategy is to drive up alongside your opponent (the car without the ball moves faster), and when your car automatically turns to face the ball, blast it loose. If we're lucky enough to live to the 21st century, maybe we'll get to play a full-size version of Ballblazer. —C. S. Atari/Lucasfilm; 5200 (C); \$35.

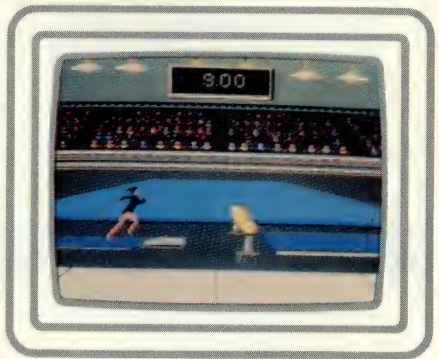
RALLY SPEEDWAY

This might be the only racing event in which a car crash gets a laugh. Whenever a car explodes, the driver hurries out in flames, rolls over a few times, then waves to show he's all right. You'd better laugh, because you'll probably be doing plenty of crashing against the scenery as you and your opponent try to bump each other off a narrow track full of

hairpin turns while racing at speeds of up to 200 m.p.h. And if that isn't tough enough, options permit you to simulate wet or icy conditions. Recklessness is penalized with time loss, but so is caution—you receive a penalty if the other car zooms ahead off the screen. If this kind of pressure makes you want to pull up for a pit stop, you might want to race only against the clock. And if you're not satisfied with the track itself, create a new one from scratch, fitting together elements like a jigsaw puzzle. —C. S.

Adventures Int'l. by John Anderson; AT (C); \$50. Commodore; C64 (D); \$35.

HES GAMES and SUMMER GAMES



Top: HES Games (Weightlifting)
Bottom: Summer Games (Gymnastics)

Don't wait until 1988 to reexperience the Olympic spirit. The 14 different events in these two packages are so exciting that not even the Russians would boycott them. HES gives you the 400-meter hurdles, springboard diving, 100-meter dash, weightlifting, long jump, and archery. Summer Games fills the gaps with the pole vault, 4 by 400-meter relay race, 100-meter dash, gymnastics, high-board diving, skeet shooting, and, in the pool, the freestyle relay and the 100-meter freestyle. Although some of the events are of the jiggle variety (the faster you jiggle the joystick, the faster the figure on the screen moves), most require great coordination. In weightlifting,

PHOTOGRAPH BY KIMBERLY BUTLER

for instance, to make the vaguely Slavic hunks perform the clean and jerk successfully requires eight perfectly timed movements of the joystick. This kind of precision is needed also in events like gymnastics and diving, where a flick of the stick separates a bellyflop from a perfect 10.

The graphics and sound for both programs are astounding. From the fluid movements of the pole vaulter to the female gymnast who struggles to retain her balance to the "thuck" of an arrow hitting the target, they are totally lifelike. Particularly impressive are the opening ceremonies of the Summer Games, complete with a flock of doves. Both games offer nice details: With HES, you get to choose the colors of your shirt and socks, while Summer Games allows you to represent any one of 18 nations, and even plays parts of their national anthems. Summer Games also gives you a running tally of medals and total score and

lets you compare your efforts against the world records. All in all, these programs deserve gold medals.

—C. S. HES Games, HES, by Mike Crick; AP, C64 (D); \$35. Summer Games, Epyx; AP, AT, C64 (D); \$40.

ONE-ON-ONE

It's the basketball junkie's dream: a one-on-one confrontation between NBA superstars Larry Bird and Julius "Dr. J" Erving. Even better, you control their moves—by joystick or keyboard—making them shoot jumpers, spin and drive to the hoop, leap for rebounds, and soar for dunks. The electronic players not only look like the Bird and the Doctor, they also play like them. So knowing that Bird is a deadly outside shooter if left unguarded, and that the quicker Erving has a less accurate jump shot but a better move to the basket, will affect your game plan.

Play solo (against the computer) or against an opponent at levels ranging from "Playground"—no blood, no fouls—to pro, with a 24-second clock, 3-point plays, foul shots, and a referee with a quick whistle. Especially good moves are rewarded with an instant replay. Even if you can't slap the backboard in real life, here you'll be able to skywalk, particularly if you're the Doctor. But our favorite moments are the occasional monster slam dunks that shatter the backboard.

—C. S. Electronic Arts, by Eric Hammond; AP, AT, C64, IBM (D); \$40.

DON'T MISS

Soccer (Atari) 5200
Real Sports Volleyball (Atari) 2600
Pole Position (Atari) AT, 2600, 5200

WORDPLAY & TRIVIA

WORD CHALLENGE



Word Challenge is basically a computerized version of Parker Brothers' Boggle; in fact, the "standard game" is exactly like playing Boggle against Lex, the program's player, right down to the time limit and scoring rules—and Lex is a worthy opponent indeed.

Lex can be set at 26 levels, from A, where he'll find all the words in the grid (as long as they're in his built-in 90,000-word dictionary), to Z, where he'll find absolutely nothing (a nice way to humble Lex after he's trounced you at a higher level). You can also change the grid size (3 × 3, 4 × 4, or 5 × 5), set the timer anywhere from one second to more than 16 minutes, choose any of five scoring methods, and vary the winning score. If you wish, the computer will list all the formable words during the scoring period, even those that you and Lex missed, and you can even type letters of your choice into the grid so you can analyze actual Boggle games. Word Challenge's only limitation—that only one player at a time can compete against Lex—can be overcome by having a group of players, one doing all the typing, join forces against Lex at one of his higher levels. —M. S. Hayden; AP, C64, IBM (D); \$40.

PATHWORDS

At first glance, Pathwords may seem to be another Boggle clone, since the object is to form the longest possible words by moving from letter to adjacent letter in an array—but that's where the similarity ends. Players (from one to four, best with two) take turns finding words. Each player starts with one of the three letters at one point of the diamond-shaped grid, and when it's that player's turn again, his next word must begin with the letter his previous word ended on. To keep things unpredictable, all the letters a player uses to make a word (except the last letter) are changed before the next player's turn. And to keep things lively, a timer penalizes players who think too long.

Hard-to-use letters score bonus points, but since the basic score for a word is the square of the number of letters it contains, going for length is the best strategy. Unlike Boggle, you can "stand" on a letter to repeat it, or reuse it as often as you like. We found the 169-point SENSELESSNESS by using only four letters. —M. S. CBS, by Eon Software; AP, C64, IBM (D); \$35.

COMPUZZLER

What—solving crosswords without pencil and paper? The idea may be jarring, but in some ways Compuzzler actually improves the old game. The program disk contains 70 puzzles, ranging from 15 × 15 to 21 × 21 squares in size. The screen shows the puzzle grid with a blinking cursor arrow in one of the squares, and clues underneath for the two words that cross at the arrow. Answers are typed in, and new clues appear as the arrow moves.

While a computer is not as handy—or as portable—as the printed form for solving, it has a number of advantages: It can automatically check your answers, removing incorrect letters, without your having to peek at the solution; and the increased size of the puzzle

makes group solving easy, turning a solitary pastime into a social activity. Perhaps best of all, Compuzzler provides an exciting competitive format for 2–4 players, each starting from different corners of the same puzzle grid and building outward to capture territory. We aren't ready yet to renounce pencil-and-paper crosswords, but Compuzzler is a welcome alternative.

—W. S. Uptown, by WordWare; AP, C64 (D); \$40.

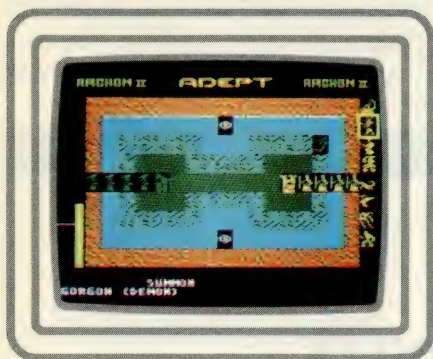
TRIVIA FEVER

It was inevitable that trivia would enter the computer age. Trivia Fever isn't just an attempt to cash in on the craze, though; it's a cleverly conceived, attractively packaged game. Each player (up to eight individuals or teams) chooses five of the seven categories (science, history, geography, sports, entertainment, famous people, and nature) in which to compete. Players then agree on how many points will be needed to complete a category. On each turn, the computer randomly chooses a category and the player chooses the level of difficulty—a not-too-hard one-point question, a tricky two-pointer, or a deviously difficult three-pointer. The player's answer, given verbally, is compared with the correct answer displayed a moment later by the computer. When a player has enough points to finish a category, he must answer a "category completion question" before continuing. And when all his categories are completed, he's given a final question, which, if answered correctly, earns him the trivia title.

Trivia Fever can also be played without a computer; it comes with scoresheets and a book containing the same 3,000 or so questions that are on the disk. (Buyers without computers can send back their disks for \$5 rebates.) And the manufacturer promises six more volumes within the year.

—M. S. Professional Software, by Robert Crowell; AP, C64, MAC, IBM (D); \$40.

ARCHON II: ADEPT



This game is a worthy sequel to Archon, the first game to blend arcade action and chesslike strategic maneuvering. Each of two players (one of which can be the computer) controls an army that initially consists of four "Adepts," magical pieces that can teleport around the board and cast spells. Additional pieces of a dozen different types can be conjured up by the Adepts, who must expend varying amounts of magical energy to do so. And the spells—to immobilize an enemy piece or heal a wounded piece, for example—also vary in energy costs.

When a piece lands on a square occupied by an opposing piece, the scene shifts to a separate screen, where an arcade-style battle ensues. There the two pieces—controlled by joystick and fire button—attack one another by such means as firing missiles, breathing flames, or emitting deadly sounds. Each hit scored on a piece reduces its energy level, and the battle continues until one piece loses all its energy, after which the survivor occupies the contested board square. The pieces have weirder powers than those in Archon—Wraiths, for example, are invisible during much of a battle, and the Adepts' missiles can be directed after they are launched.

A player wins by wiping out the enemy army, by occupying all six "power points" (squares that reward the player occupying them with extra magical energy each turn), or by winning an "Apocalypse." The latter is a final and often lengthy battle that either player can call for at any time, but at a cost in energy that is very high early in the game.

—R. W. S.

Electronic Arts, by Freefall Associates; AT, C64 (D); \$40.

FORTRESS

The object of this game is to control the most territory, measured in squares of the 6×6 board grid. Each of two players (one or both of whom can be computer-controlled) in turn either builds a fort on any empty square or strengthens one of his existing forts. A fort exerts one point of influence over its own square and one point over each square with which it shares a border; a strengthened fort

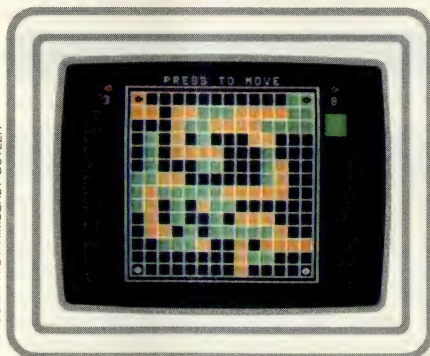
exerts two or three points of influence per square. Each square is controlled by whoever has the most influence over it. A fort is eliminated if the opponent gains control of its square.

Five computer-controlled opponents come on the disk, each with a different strength and style of play. Whenever you beat one of them, you can have the computer update the strategy tables it uses to choose its moves, thus creating a new type of player. An interesting mode of play is to pit your computer-trained opponent against someone else's (or another of your own). A match of several games is best, since two given opponents won't always perform the same way against one another. (June 84)

—R. W. S.

SSI, by Patty Denbrook and Jim Templeman; AP, AT, C64 (D); \$35.

EL-IXIR



In this easy-to-learn two-player game, players use contrasting colors to fill in from one to four squares of a 14×14 grid each turn, attempting to occupy or surround the most territory at game's end. Each turn, the computer offers the player four randomly chosen empty squares. After the player picks one (if he hesitates, the computer does it for him), the square is filled in with his color. The player is now given a choice of four directions in which to try to extend his square into a line segment. The computer then will fill in a line of from zero to three additional squares (this number is also determined randomly) in the chosen direction.

Ownership of squares can change during the game. If a player surrounds a group of squares of the opponent's color, all the squares in the group change to his color (but can later be similarly recaptured). The only squares that can't be "stolen" are those connected to at least one of the four corners ("elixirs"). As the players battle to connect the largest possible areas to the corners, they often have to judge whether to take a move that guarantees a connection now, or wait and hope to connect a larger area later.

If one player is lucky enough to get control of all four corners, he wins automatically; even control of three corners is often too big an advantage to overcome. For players who

prefer games with less luck, we suggest a rule prohibiting a player from taking more than two corners, which gives players equal chances throughout the game. —R. W. S.

Isot; AP, IBM (D); \$30.

SEVEN CITIES OF GOLD



This is a brilliant simulation of the age of Spanish exploration and conquest of the New World. It's 1492, and you outfit an expedition with ships, men, food, and trade goods. Then you head West. (The game uses mostly animated graphics, and you control your character's movements by joystick.) When you hit land—you'll find both islands and continents—you may put ashore as many men as you wish, plus as much food and goods as they can carry. As you move your expedition through jungles and mountains, often following rivers, you'll encounter natives living in everything from tribal villages to major Inca cities. You can attack them mercilessly, and usually win, after which you can take their food and gold; but this approach will make neighboring tribes more likely to ambush you as you explore farther. A much better long-range strategy is to befriend the natives and give them goods in exchange for food and gold. But this is a little tricky: As you move through a village or city looking for the chief with whom you must deal, you have to be careful not to accidentally bump into a native, which kills him automatically and enrages the others. (Hint: You'll need a *lot* of trade goods to make a deal, so at the start of the game, buy an extra ship and fill it with all the goods you can.) Friendly natives will also give you hints about where to look for gold mines and other points of interest, and they may even be converted to your faith and allow you to build a mission in their city, a useful future base.

When you return to Spain, you're given a rating based on how much of the New World you've mapped and your other achievements. Then the king grants you a new commission, and you can return to the Americas with a larger fleet. When you've mapped the known world and learned the best ways to deal with the different native tribes, computer-generated random continents will offer endless scope for new adventures.

—R. W. S.

Electronic Arts, AP, AT, C64 (D); \$40.

SARGON III

This chess program plays well enough to beat about three-fourths of the members of the U.S. Chess Federation, a group much stronger than the general population. Unless you're an unheralded master, Sargon will beat you too, and thereby help you learn to play better. You can adjust its level to your own strength if you want an equal opponent, give it material

odds if you think you're good enough, or play speed chess against it. You can also switch sides, take back moves, set up problems, even watch it "think." With all the features anyone could want, an excellent manual, and its optimum combination of strength and playing speed, Sargon III is the chess program of choice.

—B. H. Hayden, by Dan and Kathe Spracklen; AP, C64, IBM, MAC (D); \$50.

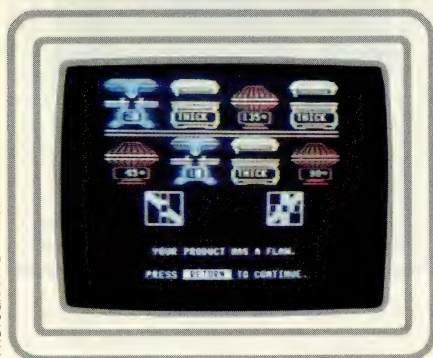
DON'T MISS

Pensate (Penguin) AP, AT, C64, MAC
Worms? (Electronic Arts) AT, C64
Archon (Electronic Arts) AP, AT, C64
M.U.L.E. (Electronic Arts) AT, C64
Murder on the Zinderneuf (Electronic Arts) AT, C64

NOT FOR KIDS ONLY

THE FACTORY

PHOTOGRAPH BY KIMBERLY BUTLER



Writers and publishers of educational software should visit The Factory—it's one of the simplest games around, and one of the best.

You must design an assembly line consisting of one to eight machines of three different types: a hole-punch, which makes one, two, or three square or round holes; a painter, which paints stripes in any of three widths; and a rotator, which turns the product through multiples of 45 degrees. You are shown the prototype of a product—a square flat board made up of holes and stripes—which you must duplicate using a specified number of machines. If you design your assembly line properly, the raw material (an unmarked board) will emerge as a finished product that matches the prototype.

Products vary from easy, requiring one or two machines, to hard, requiring all eight. You can create prototypes for a friend to duplicate, or let the computer choose the prototypes. The game develops both spatial visualization and sequential reasoning in a captivating way. The graphics are superb; it's fun just to watch the machines do their simple tasks. This game is highly recommended for all age groups.

—Jack Goldberg
Sunburst, by Marge Kosel and Mike Fish; AP (D); \$20.

HesWare, by Sunburst; C64 (D); \$20.

UP FOR GRABS

This word game, for one to four players, cleverly combines word construction with manual dexterity. The object is to grab letters that appear briefly and randomly on the faces of a spinning cube and use them to spell words on your diminutive Scrabble-like grid. The scor-

ing loosely resembles that of Scrabble.

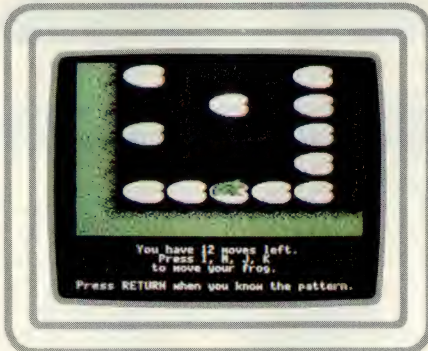
It is the competition for letters that adds excitement. Game players who may be put off by the slow play of purely mental word games should find that the addition of motor coordination skills and time limits reduces the significance of word-building abilities: It isn't so easy to spell ZEPHYR and get the z and y on double-letter squares when you're competing with other players for the same letters.

Up for Grabs is legitimately educational, however, even if it isn't Scrabble. It develops the skills of word recognition, spelling, and strategic thinking, and it should interest the whole family.

—Jack Goldberg
Spinnaker; AT, C64 (C); \$40.

THE POND

PHOTOGRAPH BY KIMBERLY BUTLER



The object is to get a frog to shore by making him hop across a pond from one lily pad to another. Your view of the pond is limited to only a few lily pads. The pads, however, are arranged in a patterned maze so that a repeated sequence of hops will take the frog to shore. In the simplest ponds, a two-move sequence—for instance, three pads down, one pad to the right, repeated as often as necessary—will suffice. The most complex ponds require a repeating pattern of four moves and include extra pads that are not part of the pattern, making visualization more difficult.

The puzzle is to discover the pattern by trial and error in the fewest possible tries. You start with 35 points, and one point is deducted each time you move the frog along the pads to see more of the pattern (you can view the whole pond at once if you're willing to take a 15-point penalty). When you think you know the pattern, enter it into the computer and watch the frog follow your instruc-

tions until, as so often happens in the most advanced ponds, he plops into the water.

The graphics are good and the play interesting. The Pond is a worthwhile exercise in pattern recognition and inductive reasoning. Although it can be recommended primarily for the 9–14 age group, adults may enjoy it too at the higher levels.

—Jack Goldberg
Sunburst, by Mike Fish and Eric Grubbs; AP, AT, C64, IBM (D); \$40.

THE INCREDIBLE LABORATORY

In this delightful and well-designed game, young alchemists can create their own ghouls from such enticing materials as "alien oil," "goose grease," and "black ice," and in the process learn how to analyze logically. Each of the fiendish chemicals in this computerized chamber of horrors represents one of several gruesome varieties of a monster's body. Black ice might generate a head of snakes, for example, or goose grease might produce arms like bat wings or the bandaged legs of a mummy. But the six chemicals must all be chosen before it is known what effect any of them has. Only by studying the monster that has been created, then changing the formula and studying the new monster, is it possible to figure out what each chemical does.

Solving this intellectual challenge requires logical reasoning, clear thinking, and careful note-taking. Adults, too, will find it stimulating at the higher levels. But to understand the fundamentals it is essential to play the novice level first, in which each chemical always determines the same variation of the same specific body part. At higher levels, chemicals may be combined in various ways and may randomly represent different variations or different body parts. For each of the six levels there's a challenge: This time, after the player has selected his ingredients he gets three monsters instead of one, two of which are impostors. Will the real Thing please stand up?

—Jack Goldberg
Sunburst, by Marge Kosel and Jay Carlson; AP, AT, C64 (D); \$55.

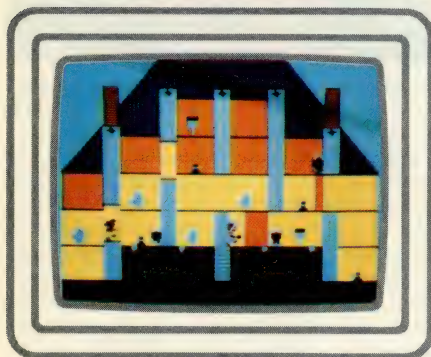
DON'T MISS

Rocky's Boots (The Learning Company)
AP, C64, IBM
Master Type (Lightning Software) AP,
AT, C64, IBM

BOULDER DASH

Diamonds are forever in this superb puzzle/action game. In each of 16 caves, played sequentially, you must pick up a certain number of jewels in a certain amount of time. To do so, you must learn how to use boulders to help you while not letting them fall on your head. You can push them out of your way, use them to kill or block deadly fireflies, drop them on butterflies (which then turn into jewels), or pile them up to limit the growth of amoebas (which turn into jewels when they can't grow any more). Each cave is a different challenge requiring a unique solution. At each of the five skill levels, the caves are laid out differently, more jewels are required, and the time is reduced. (July 84) —B. H. *Micro Fun*, by First Star; AT, COL, C64 (D); \$35.

BRISTLES



The object is to paint all the rooms of a building that includes elevators, various flying objects, and an obnoxious little girl who puts hand-prints on your freshly painted walls, forcing you to paint them again. On the more difficult levels, invisible paint is used, so you must remember which rooms you've already painted; and at the highest levels you're painting in the dark. There's so much going on, and the action is so fast, that it's easy to get confused; but everything occurs strictly according to patterns that can be memorized. It may take a while to get the hang of this game, but it's a real charmer. —B. H. *First Star*, by Fernando Herrera; AT, C64 (D,C,T); \$30.

GUMBALL

Gumballs of different colors are moving through a network of interlocking tubes, and the player's job is to catch each of them in a bin of the same color by sliding the bins right or left under the dropout chutes. In the tubes are gates that you can open and close to direct a ball to any chute. But since all the gates work together, and since several balls are in the tubes at the same time, you have to try while directing one ball not to misdirect others. If you catch a gumball in the wrong color

bin, or if you catch a defective (white) one, the supervisor comes out and empties that bin. The day's quota is posted on the screen and must be reached before the 5 o'clock whistle blows. If you're falling behind, you can speed up the rate of gumball production, but if you set it too fast, you're sure to get all bollixed up. (Feb. 84) —B. H. *Broderbund*, by Robert Cook; AP, AT, C64 (D); \$30.

DRELBS

There are two basic scenarios in this visually and aurally beautiful game. In the first, your object, as the last remaining Drelb, is to turn a field of lines into as many squares as possible by pushing against the lines to rotate them on their axes. To prevent this, a deadly Trollaboar chases you or tries to get in your way. If you succeed, you go to the second scenario, a field of imprisoned Drelbs that you must try to free (by touching them) while being shot at. If you fail, you go back to the first screen and try again. Each time you succeed, you advance to a higher level of difficulty (the enemies are more aggressive and there are more of them) as the scenarios alternate. (Jan. 84)

—B. H. *Synapse*, by Kelly Jones; AP, AT, C64 (D); \$35.

MONTEZUMA'S REVENGE

In this simple-looking but fiendish multi-screen climbing/jumping game, the player moves through dozens of rooms in a fortress (fewer in the 2600 version) collecting treasures, tools, and keys. Since the keys are color-coded and work only on matching doors, and the tools (torch, sword, etc.) work only in certain rooms, you're forced to do a lot of backtracking to rooms you've already visited—if you remember the route and can deal with the hazards again. Accurate jumping and fast reflexes are required to get past the moving obstacles and to solve each room's tactical puzzle. —B. H.

Parker; AP, AT, C64, IBM (D); 2600, 5200, COL (C); \$30.

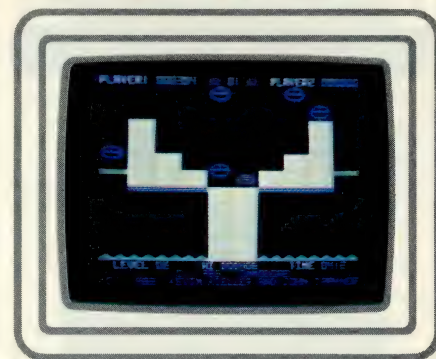
POGO JOE

Though this is a color-changing hopping game, it's much less like Q*bert than it appears. Pogo Joe contains 64 different patterns of cylinders (Q*bert has just one pyramid), offering many different challenges—multiple color changes, double hops, cylinders that are invisible until you land on them, others that disappear when you land on them (so you can't go back)—and a variety of options, such as your choice of starting screen and playing speed. Also hopping around the cylinders are creatures; some can be caught for extra points, others must be avoided, and still others undo Pogo Joe's work. Each pattern includes flashing cylinders that temporarily eliminate all creatures (use them wisely), and most include

"black holes" that transport Joe rapidly from one area to another (very difficult to master). Don't expect to conquer this game quickly, but look forward to many hours of pleasurable trying.

—B. H. *Screenplay*, by William F. Denman, Jr.; C64 (D,T); \$25.

JACK ATTACK



Each screen of this maddening puzzle game is a different arrangement of blocks and platforms. You control a little balloon named Jack, who can hop the distance of one block right or left or three blocks up. His job is to squash all the other hopping balloons by landing on them, which is exactly what they are trying to do to Jack. To compensate for their greater numbers, Jack can rearrange the blocks by pushing or pulling them, which allows him to squash balloons between or under blocks. Completing a level by squashing all the balloons is hard enough, especially on the higher levels, but for bonus points you can try to get Jack to hop onto all the platforms before they disappear. This requires moving blocks around quickly and cleverly while also trying not to get squashed. Patience and practice will be well rewarded. —B. H.

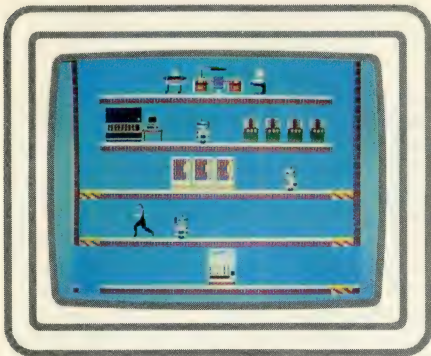
Commodore, by Kevin Kieller and John Traynor; C64 (C); \$30.

OIL'S WELL

Pac-Maniacs who have despaired of ever finding another activity to equal the most addictive game of all time, take heart. As in Pac-Man, the object here is to eat dots—in this case, oil pellets—but your eating mechanism is a drill bit, connected by a pipeline to the wellhead at the top of the screen. Both pipeline and drill bit are vulnerable to monsters that move horizontally through the maze of tunnels at different speeds. So the problem is to find efficient routes to the most deeply buried pellets and retract the pipeline before it's destroyed. Each screen must be cleared before the timer runs out. When you've done all eight screens, they're repeated at a higher speed. (April 84) —B. H.

Sierra, by Thomas Mitchell; AP, IBM (D); AT, C64 (C,D); COL (C); \$30.

IMPOSSIBLE MISSION



The mission, which certainly does seem impossible, is to collect the nine parts of a security password and use it to confront Elvin, who is trying to take over the world. Parts of the password are obtained by collecting enough puzzle pieces—there are 36 in all—to put four of them together correctly. You carry with you a “pocket computer,” which tells you whether you have the pieces you need to solve a puzzle. The play consists mainly of running and somersaulting through the 32 rooms the pieces are hidden in and avoiding the deadly robot guards. Some of the robots can be outwitted by figuring out the patterns in which they move and shoot death-rays; others must be immobilized by using the special passwords found in some rooms. The rooms themselves are puzzles, and to get to all parts of them requires precise timing, accurate somersaulting, and clever use of the local elevators. The game has enough color and action to keep anyone busy, and the underlying puzzle element adds considerable depth and interest. The sound effects, especially the despairing cry of your character when he falls through the floor, are marvelous. —B. H. Epyx; C64 (D.T); \$32.

SPARE CHANGE

The characters in this zany game are you and two Zerkos, who are all trying to collect tokens from the token dispensers. If the Zerkos deposit five in their piggybank, they win. You need to deposit 18 in your token bins to advance to the next level, but depositing 10 lets you enter the “Zerk Show Booth,” where the Zerkos must perform a little show and thus lose all the tokens they’ve collected. The Zerkos have other problems, too: They keep bumping into each other; they fly into blind rages when you steal one of their tokens; and when you play the jukebox, make popcorn, or ring the telephone, they get distracted and stop working. You can modify the Zerkos’ behavior to make the play easier or harder. —B. H. Broderbund, by Dan and Mike Zeller; AT, C64 (D); \$35.

SLAMBALL

This new pinball game, with its many bumpers and targets, colorful layout, and true-to-life sound effects, re-creates the excitement of the real thing. The board is so large that you can see only about one-fourth of it at a time while the screen scrolls to keep up with the

ball. In various places are 37 targets arranged in sets. Knocking out an entire set releases a floating bumper that, if run over in time, doubles the point value of everything you hit later. Hitting all the targets takes you to the next level, where the increased board angle makes the ball harder to keep in play. For each ball you have a limited number of “pulses,” which influence the direction of the ball (like bumping the table in real pinball). Adding to your control—and increasing the skill factor—are four sets of flippers. As in real pinball, flipper technique and knowing when and which way to “pulse” separate the hotshots from the duffers. —B. H.

Synapse, by Stephen C. Biggs; C64 (D); \$35.

RAID ON BUNGELING BAY

Your helicopter lifts off from the carrier armed with unlimited missiles and nine bombs. The mission—to search the nine islands in the bay and destroy all six factories that are manufacturing the ultimate War Machine. Destroying a factory takes many bombs; if you have to leave the job unfinished to get more bombs from the carrier, or if you’re distracted by anti-aircraft fire or the truly vicious enemy planes, the factory will be rebuilt. You can slow production by sinking supply boats, and gain time for bombing runs by knocking out enemy guns, but while you’re doing that, the factories are completing their work and enemy planes are attacking your carrier. The continuously scrolling screen lets you view only a small part of the bay, but a separate map is provided to help you keep your bearings. This game sets a new standard of excellence for nonstop flying action. —B. H.

Broderbund, by Will Wright; C64 (D); \$30.

SPACE TAXI



Although the object of most space games is to destroy an enemy by maneuvering a spacecraft well and shooting accurately, the object of Space Taxi is simply to maneuver. But there’s nothing simple about it. Each of the 24 different screens is a series of numbered landing pads that are separated by various types of obstructions and are often located in almost inaccessible places. When a little man appears on one of them, you must land your taxi on the pad and take him to the pad he specifies. If you succeed you get \$5, plus a tip if the man liked your driving. Earn \$300 and you get an extra cab. When you’ve landed on every pad in a screen you go to the next screen,

where the difficulties increase. To play this game successfully, you need a surgeon’s touch with the joystick to negotiate the extremely delicate maneuvers and land in tiny spaces without totaling your taxi. —B. H.

Muse, by John Kutcher; C64 (D); \$30.

WIZARD

No other game puts the Commodore 64 through its paces like this one does. In fact, because Wizard employs every bit of hardware in the computer, it is used by some dealers as a test: If a unit has a flaw, Wizard will show it up. The game is outstanding not only for its variety of color, sound, and movement, but also as an exciting and challenging climbing maze. Your character, a wizard, must run, climb, and jump his way through a series of 40 caverns (screens), in each of which he has to find a key and bring it to a keyhole. The faster this is accomplished, the higher the bonus score for that screen. But for really high scores (and an extra wizard at each 10,000 points), you must pick up the treasures strewn about the caverns. On higher levels this will be almost impossible without using spells, which are earned by picking up keys, and in some cases the keys aren’t visible until the treasures have been picked up. If you manage somehow to learn the secrets of all 40 caverns, you can use a construction feature to create your own. (Oct. 84) —B. H.

Prog. Periph., by Sean Moore and Steven Luedders; C64 (D); \$40.

DON'T MISS

Pinball Construction Set (Electronic Arts) AP, AT, C64
 Lode Runner (Broderbund) AP, AT, C64, IBM, MAC
 Crossfire (Sierra On-Line) AP, AT, C64, IBM
 Centipede (Atari) AP, AT, COL, C64, IBM, 2600, 5200 (best)
 Ladybug (Coleco) COL
 Demon Attack (Imagic) IBM (PCjr only, best), 2600
 Ms. Pac-Man (Atari) AP, AT, COL, C64, IBM, 2600, 5200
 Shamus II (Synapse) AT, C64
 Donkey Kong (Coleco) COL
 Donkey Kong Jr. (Coleco) COL
 Frogger (Parker Brothers, Sierra On-Line) AP, AT, C64, IBM, MAC, 2600, 5200
 Zaxxon (Coleco, Synapse) AP, COL, C64
 Qix (Atari) AT, 5200 (best)
 Miner 2049er (Microlab, Tigervision) AP, AT, COL, C64, 2600
 River Raid (Activision) AT, C64, IBM 2600, 5200
 Choplifter (Broderbund) AP, AT, C64
 Defender (Atari) AP, AT, C64
 Venture (Coleco) COL
 Q*bert (Parker Brothers) AT, C64, COL (best), 2600, 5200
 Castle Wolfenstein (Muse) AP, AT, C64
 Pitfall (Activision) AT, COL, C64, 2600, 5200
 Missile Command (Atari) AT, C64, 2600, 5200
 High Rise (Microlab) AP, AT, C64, IBM

FIGHTER COMMAND

Perhaps more than any other computer wargame, *Fighter Command* creates the "feel" of commanding under fire. The British player must make important strategic and operational decisions as German Luftwaffe raids make their way to targets in England. After an initial Orders Phase, in which the German player organizes his raids for the day and the British player makes some initial adjustments in his air defenses, the game enters the critical Execution Phase, during which a clock ticks off the hours as the Luftwaffe attacks its targets.

Like Hermann Goering, the German player (which, in the solitaire version, is controlled by the computer) can only sit back and wait for his planes to return from their missions. On the other hand, the British player, filling the role of Air Chief-Marshall Dowding, must watch the map closely while awaiting the reports of incoming raids. As raids are detected by British radar, their location, altitude, and estimated size are displayed on the map. As the minutes pass, the British player must decide what units to commit to intercept missions. Commit too many units and there may be none available for later and possibly larger raids. Send too few or send them too late and the Germans not only bomb their targets but escape unscathed.

But don't think that the German player is bored while all of this is going on. This writer found it extremely entertaining to set up the German raids, then sit back in an easy chair and watch the British player sweat through the attacks. Is Raid F a fighter-sweep/decoy? Is Raid G really headed for London as it appears, or will it veer off toward Bristol?

Fighter Command is a programming masterpiece that pushes forward the creative edge of computer wargaming. —Russell Sipe
SSI, by Charles Merrow, Jr. and Jack Avery; AP, C64 (D); \$40.

FIFTH ESKADRA

This strategic-level modern naval wargame deals with the possibility of war in the Mediterranean today. Each player fulfills the role of Mediterranean Theater Commander for either the NATO or Soviet navy, and commands task forces containing the major surface ships and submarine forces assigned to the area. The game is realistic but easy to play, and should appeal to both experienced and novice computer wargamers.

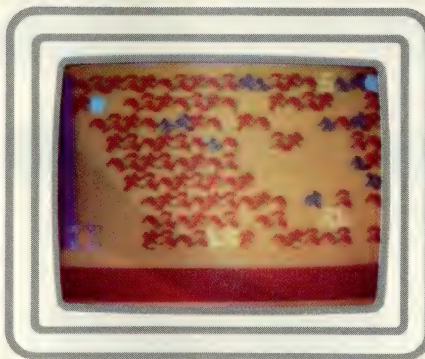
The game emphasizes the concept of command control. The player sends orders to his various task force commanders who execute those orders . . . usually! A commander with high initiative and low reliability ratings will be much more likely to take independent actions that may even be contrary to his orders. In the game, this combination is typical of the Americans, while the Soviet commanders tend to rate higher in reliability but lower in initiative. Thus the Soviet player will have

better control of his forces, but will suffer from lack of timely actions on the part of the task force commanders. The NATO commander, on the other hand, faces the possibility that a local CO may take the initiative in a particular situation and thereby compromise NATO's overall strategic plan (a case of winning the battle but losing the war).

Most computer wargames display a high-resolution map of the "battlefield." This game uses, instead, a fold-out map with counters. The computer displays, in a numeric form, the locations of units on the screen as each turn progresses. Some gamers may view this as a step backward in computer gaming, but it is not: It frees much more of the computer's power for actual game-play, and the absence of a scrolling screen can make the play easier to follow.

One of the game's few weaknesses is the documentation. The various vessels and weapon systems represented are not described in the rulebook. A roster describing the various ship types would have been helpful, especially for the novice. —Russell Sipe
Sim. Canada, by W.J. Nichols; AP (D); \$60.

GULF STRIKE



Can you picture Iran and the U.S. fighting as allies in a Middle East war? As odd as that might sound, it is not impossible according to Mark Herman, who designed the original board-game version of *Gulf Strike*, by Victory Games. As the current Iran-Iraq war drags on, the possibility of national collapse on either or both sides increases, with intervention by the superpowers perhaps to follow.

Gulf Strike simulates a war between Soviet/Iraqi forces and the U.S. Rapid Deployment Force (allied with Iranian and certain Arab forces). The game makes good use of sound and scrolling graphics (you see a 19 x 8 section of squares from the game's 56 x 65 map at any one time) as it portrays battles fought from the Euphrates River to the eastern border of Iran, and from the Caspian Sea to the Persian Gulf. The terrain symbols are "busy," but players will get used to them.

Sound is used not only to simulate battles, but also for audio cues during order entry. The game can be played solo (with the com-

puter controlling the Russian/Iraqi units) or between two human opponents. There is a wide variety of units: armor-mechanized infantry, engineers, marines, regular infantry, rangers, surface and submarine naval units, and aircraft. The rulebook does a good job of describing the various air and sea weapon systems and includes a detailed order of battle for each side.

Gulf Strike combines land, sea, and air combat in an interesting "what-if" game that we all hope will never happen in real life.

—Russell Sipe
Avalon Hill, by Winchell Chung; AT (D); \$30.

WAR IN RUSSIA

Without a doubt, *War in Russia* is the most significant computer wargame release this year. Not for the novice, the game covers the Eastern Theater of WWII in the kind of detail usually found in the macro scale board games. It's all here: tactical combat, combat group formation and reinforcement, air strikes, supply depots, railroad construction, building factories, artillery buildups, entrenchment, Lend Lease, the creation of Soviet Guard units, partisans, weather, and so on.

Each division in the game is rated for strength, experience, and fatigue. You, as the overall commander of the Axis or Soviet forces, must accomplish your goals in the face of problems such as fatigue and lack of experience. Keep the same division at the spearhead of the attack too long and it will finally stop, too tired to move on and very vulnerable to a counterattack. Fresh but green troops can be troublesome as well.

The game is played in weekly turns. The campaign game (*Barbarossa*) begins on June 22, 1941, and can go to January 1945. Shorter scenarios cover Case Blue (the battle for Stalingrad), and Zitadelle (the battle for Kursk).

The game uses a 31 x 32 scrolling hi-res map that covers the entire Eastern European Theater. The Apple version also contains a hi-res strategic map that gives you the big picture (not found in the Atari version). Perhaps more helpful than the Apple map is the plastic-coated strategic map included with both versions. With the use of this map you can coordinate your grand strategy with your various operations across the front—and, thanks to the game's outstanding design, you'll feel as if you're really there. —Russell Sipe
SSI, by Gary Grigsby; AP, AT (D); \$80.

DON'T MISS

Eastern Front (Atari) AT
Guadalcanal Campaign (SSI) AP
Combat Leader (SSI) AT, C64
Legionnaire (Avalon Hill) AP, AT, C64
Computer Ambush (SSI) AP, AT
Germany 1985 (SSI) AP, C64
Operation Whirlwind (Broderbund)
AT, C64

As home video systems continued their two-year decline, home computers had a mixed year, with as many unexpected failures as notable successes. While Apple's IIe sold better than ever (even better than the new and portable IIc) and Apple's Macintosh became the darling of the media, Coleco's Adam and IBM's PCjr, or "Peanut," got off to troubled starts. But changes made in the Peanut by IBM in August—replacement of the original "Chiclet-type" keyboard with a full-stroke one, and the availability of a board that adds more memory—have made that machine's future look brighter. And while Commodore's low-priced 64 continues to be by far the most popular home computer in the country, Commodore's former president Jack Tramiel purchased financially troubled Atari, whose line of computers and game systems have an uncertain future as the company reconsiders its direction.

Intellivision has all but disappeared from stores since Mattel sold it to a small company, making ColecoVision and the Atari 2600 and 5200 the last surviving game systems. Even these seem to be offered at ever lower prices, and the 5200, of which there are large inventories, is reportedly no longer being made. Production of new games for these systems slowed to a trickle over the past year. Atari bravely showed a new game system (the 7800) at the Summer Consumer Electronics Show—but most observers doubt that it will ever get off the ground.

Other casualties of the past year were the Commodore VIC-20 and Texas Instruments' TI-99/4A. Except for the Commodore 64, computers selling for under \$500 no longer seem to attract buyers, who appear more and more willing to venture into the \$500-\$1,500 range. And even many Commodore 64 buyers are adding disk drives, which cost more than the computer itself but make it much more useful.

The following brief look at the most important surviving home computers and video systems focuses on their game-playing capabilities. Not coincidentally, these are the same computers that offer the best and largest amount of software for other applications.

HOME COMPUTERS

The following computers all come with a full-stroke keyboard, the amount of memory specified, and any other items specified. Most do not come with a monitor, which costs \$75 and up (monochrome) and \$300 and up (color). All these computers can be hooked up to a TV set instead (though we don't recommend it, because the resolution will be poorer); this may require the additional purchase of an RF modulator (around \$30).

Apple The greatest number of software titles—including the biggest adventure game library, by far—are still available for the highly expandable IIe system, which is compatible

with the earlier Apple II and II+ computers (provided they have enough memory—typically 48K for game programs—to accommodate the software). Much Apple IIe software will also run on the Apple IIc, the new portable (but not readily expandable) 128K computer. Some games are being rewritten for the IIc, though, to take advantage of its greater resolution. The Macintosh is mainly a business machine, but is revolutionary for its ease of use, speed, and beautiful (though so far only black and white) graphics.

Apple IIe around \$900 (includes 64K and disk drive)

Apple IIc around \$1,300 (includes 128K and disk drive)

Macintosh around \$2,495 (includes 128K, monitor, disk drive, and "mouse" controller)

IBM Because sales of the "Peanut" lagged early this year, little software has been written that takes advantage of the PCjr's graphic capabilities. But most IBM PC games, of which there is a surprisingly good variety considering it is primarily a business machine, will run on the Peanut without any trouble. The PCjr's new full-stroke keyboard should help gain acceptance for the machine, although business users are still likely to balk at the absence of a second disk drive (except somewhat expensive ones from companies other than IBM) and the PCjr's incompatibility with IBM networks.

IBM PCjr around \$1,000 (includes 128K and disk drive)

IBM PC around \$2,000 (includes 256K and disk drive), plus around \$250 for color graphics card needed to play most games. In the future, many business users are likely to prefer the new and faster IBM PC AT (Advanced Technology), starting around \$4,000.

Commodore 64 A very large game library has grown up around this machine in the past year, spurred by its success in the market. For the money, it's hard to beat this machine's memory and choice of good software. On the negative side, its disk drive loads very slowly compared to those of Apple or IBM computers, and quality-control problems have caused Commodore to replace a high percentage of defective machines.

Commodore 64 around \$200 (includes 64K and RF modulator), plus \$250 for disk drive

Atari 800XL This is probably the last survivor in the line of mostly well-designed computers that has included the Atari 400, 800, 1200XL, and 600XL. The 400 and 800 are compatible; but a Translator disk (around \$5) is needed to run most 400/800 programs on the XL computers. Atari machines still have the best library of arcade-type action games, though a small choice of adventure titles. Few new games are being produced for Atari, as software companies wait to find out what kind of computers Atari will be making next year, and indeed whether Atari even survives. *Atari 800XL* around \$200 (includes 64K and RF modulator), plus \$350 for disk drive

Adam A delayed introduction, flawed documentation, and quality-control problems got this machine off to a poor start. However, it does come with a letter-quality printer (none of the other computers listed here do), a digital data pack (a high-speed tape that is closer in speed to disk drives than to ordinary cassettes), and built-in word processing software. Coleco has promised to introduce disk drives very soon. Adam plays all ColecoVision games, which fit right into its cartridge slot. *Adam* around \$700 (includes 80K, printer, and word processing software). Currently, however, Coleco is offering a \$500 rebate toward college tuitions for qualifying student purchasers.

Other Computers The Radio Shack Color Computer, or "Coco," is a good and inexpensive (\$120 for 16K) learning computer. It has relatively limited game software, however, and to buy one with 64K and a disk drive is costly (nearly \$800). The most talked-about computer next year could be one developed by Amiga, which may be marketed by Commodore in 1985. While offering many of the Macintosh's advanced features, the Amiga computer will use color, and may be priced as low as \$1,000.

VIDEO GAMES

ColecoVision This system boasts excellent graphics, some nice optional hand controllers (driving wheel for racing games, Super-action for sports), and an expansion module that allows playing of Atari 2600 games. Now under \$100 in many stores.

Atari 2600 Although this system has more games available than any other, only a few titles are good enough to be compared with games for the Atari 5200 and ColecoVision. Under \$50 in many stores.

Atari 5200 No longer being manufactured, this system is nonetheless a good buy (around \$100) because of the high quality of its relatively small game library. An expansion module allows playing of Atari 2600 games.

Intellivision If you can get one for under \$50, and can find some games for it, you still might consider this apparently defunct system. Its greatest strength is the good number of excellent sports and strategy games that have been produced for it.

Roe R. Adams III is an author and journalist who writes on computer software, a designer of computer games, and president of Troubadour Enterprises, a production company.

Jack Goldberg is a professor of mathematics at the University of Michigan, who specializes in education and applied mathematics.

Randi Hacker is a freelance writer specializing in coverage of the computer field.

Russell Sipe is publisher of "Computer Gaming World," the first home computer game publication.

Other reviews in this section were written by GAMES staff members Burt Hochberg, Jack Lechner, R. Wayne Schmittberger, Mike Shenk, Will Shortz, and Curtis Slepian.

A list of companies whose games were reviewed in this section is on page 60.



YOU CAN TELL CHRISTMAS is near when our Decorations Committee gets busy.

We hope your holiday preparations are also moving along. And that, when they're completed, you'll have plenty of time to savor the season with family and close friends.



CHARCOAL
MELLOWED



DROP



BY DROP

Tennessee Whiskey • 90 Proof • Distilled and Bottled by Jack Daniel Distillery
Lem Motlow, Prop., Route 1, Lynchburg (Pop. 361), Tennessee 37352

Placed in the National Register of Historic Places by the United States Government.

(continued from page 59)

LIST OF COMPANIES

The following companies make software or hardware discussed in this section.

- Activision, 2350 Bayshore Frontage Rd., Mountain View, CA 94043
- Adventures International, Box 3435, Longwood, FL 32750
- Apple Computer, 20525 Mariani Ave., Cupertino, CA 95014
- Atari/Atarisoft, 1399 Moffett Park Dr., Sunnyvale, CA 94086
- Avalon Hill, 4517 Harford Rd., Baltimore, MD 21214
- Broderbund, 17 Paul Dr., San Rafael, CA 94903
- CBS Software, One Fawcett Place, Greenwich, CT 06836
- Coleco Industries, 999 Quaker Lane South, W. Hartford, CT 06110
- Commodore Business Machines, 1200 Wilson Dr., West Chester, PA 19380
- Electronic Arts, 2755 Campus Dr., San Mateo, CA 94403
- Epyx, 1043 Kiel Court, Sunnyvale, CA 94089
- First Star Software, 18 East 41st St., New York, NY 10017
- Gamestar, 1302 State St., Santa Barbara, CA 93101
- Hayden Software, 50 Essex St., Rochelle Park, NJ 07662
- Human Engineered Software (HESware), 150 N. Hill Dr., Brisbane, CA 94005
- IBM, 1000 NW 51st St., Boca Raton, FL 33432
- Imagic, 981 University Ave., Los Gatos, CA 95030
- Infocom, 55 Wheeler St., Cambridge, MA 02138
- Isoft, Box 10762, Stanford, CA 94305
- The Learning Company, 545 Middlefield Rd., Suite 170, Menlo Park, CA 94025
- Lightning Software, P.O. Box 11725, Palo Alto, CA 94306
- Microlab/Microfun, 230 Skokie Valley Rd., Highland Park, IL 60035
- Muse, 347 N. Charles St., Baltimore, MD 21201
- Origin Systems, 1545 Osgood St., Suite 7, North Andover, MA 01845
- Parker Brothers, 50 Dunham Rd., Beverly, MA 01915
- Penguin Software, 830 Fourth Ave., Geneva, IL 60134
- Professional Software, 51 Freemont St., Needham, MA 02194
- Progressive Peripherals & Software, 2186 S. Holly, Suite 2, Denver, CO 80222
- Scarborough Systems, 25 N. Broadway, Tarrytown, NY 10591
- Screenplay, Box 3558, Chapel Hill, NC 27514
- Sierra On-Line, P.O. Box 485, Coarsegold, CA 93614
- Simulations Canada, P.O. Box 452, Bridgewater, Nova Scotia, Canada B4V 2X6
- Sir-Tech, 6 Main St., Ogdensburg, NY 13669
- Spectrum Holobyte, 2006 Broadway, Suite 301, Boulder, CO 80302
- Spinnaker, One Kendall Square, Cambridge, MA 02139
- Strategic Simulations Inc. (SSI), 465 Fairchild Dr., Suite 108, Mountain View, CA 94043
- Sublogic, 713 Edgewood Dr., Champaign, IL 61820
- Sunburst Communications, Room AB, 39 Washington Ave., Pleasantville, NY 10570
- Synapse, 5327 Jacuzzi St., Richmond, CA 94804
- Tigervision, 909 Orchard, Mundelein, IL 60060
- Uptown Software, 268 Summer St., Boston, MA 02210

BLACK AND WHITE AND READ ALL OVER

Scoring In each row or column of your diagram, find the longest Black word, the longest White word, and the longest Read-All-Over word. Write the number of letters in the Black word (0, 3, or 4) in the appropriate box to the right of the row or below the column. Then write the number of letters in your White word (0, 3, or 4) in the appropriate box. Finally, enter the number of

PLAINEST

43815

44513

Total 28

The first column down is scored similarly: The Black word PITH scores 4 points, the White word ANTS scores 4 points, and the Read-All-Over word PAINT scores 5 points, for a sub-total of 13.

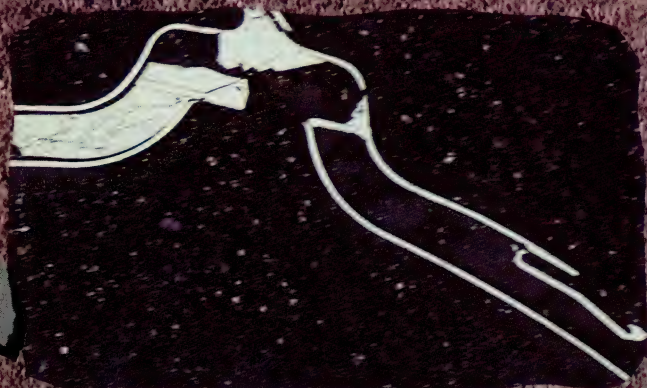
Send your entry to: **Black and White and Read All Over**, **GAMES Magazine**, 515 Madison Ave., New York, NY 10022. Entries must be received by January 3, 1985.

61

URBAN FOSSILS

Embedded in asphalt
and run over by countless cars,
these items have almost lost their
identities—but not quite. What are they?

Answer Drawer, page 70



"Check Distance"

"Load film"



"Too dark, use flash"

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More than talk

Yet, the Minolta Talker is much more than mere talk.

It's foolproof film loading. The film is automatically attached to the take-up spool while you watch. You'll be sure it's loaded properly before closing the back.

It's automatic film advance. It advances automatically to the first

frame and then, after each shot, to the next frame.

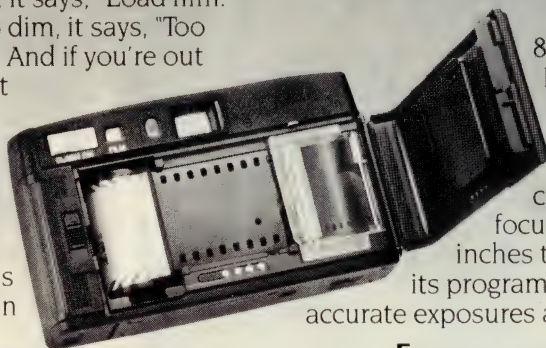
It's automatic rewinding. When you finish the roll, it automatically rewinds.

Infrared Auto Focus System

Minolta's 8-zone Auto Focus system emits an infrared beam to give you precise automatic focusing from 33 inches to infinity. And its program system makes accurate exposures automatically.

Energy saver flash

The built-in flash is always there when the Talker says you need it. Exclusive energy-saving design lets you shoot up to eight rolls with flash on a single set of AA batteries. (Up to 70 rolls without flash!)



Talk to one

The Talker accepts the new high-speed 1000 films for sharper outdoor action shots and more indoor shots without flash.

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Talk to one at your Minolta dealer.

Be certain that the valuable Minolta U.S.A. limited warranty card is packaged with your product. For more information, see your Minolta dealer, or write Minolta Corp., Dept. SV 101 Williams Drive, Ramsey, N.J. 07446. In Canada, Minolta Canada, Inc., Ontario. © 1984 Minolta Corporation



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Edited by Stephanie Spadaccini

LOOK

Hidden Meanings

With a few minor adjustments, the "words" here will make perfect sense. Can you figure them out?

1. FLOZ 4. POBOX
2. HILOHI 5. PARKAVE
3. VOLIX 6. ALEAST
7. SIHAYAKAWARCA

—Mike Snider

Answer Drawer, page 72



LIST DEPT.

On Your Feet!

Can you name 10 items beginning with the letter S that are worn on the feet?

—S. A. S.

Answer Drawer, page 72

KIBITZERS

Royal Flash

A pangrammatic phrase uses all the letters of the alphabet. Here's one that was tacked up on the castle bulletin board:

Queen: Joust over by six P.M.

Wizard for lunch. —King

—Connie Kite

Answer Drawer, page 72

TRIVIA

Angels We Have Heard on High

How many songs can you name that contain the word "angel" or "angels" in their titles? You'll find 12 songs that we've thought of in the Answer Drawer.

—Andrea Carla Michaels

Answer Drawer, page 72

TEASERS

When They Get Angry...

Golfers get teed off.
Firefighters do a slow burn.
Pilots fly into a rage.
Divers go off the deep end.
Baseball card collectors blow their Topps.

—Louis Phillips

HALL OF FAME

Who Are They Now?

If the names below look unfamiliar at first, take another look. You should be able to recognize the names of some folks, both real and fictional, who are better known by other names. For example, James Hickock is more familiar as "Wild Bill Hickock." How many can you recognize?

1. William Bonney
2. Daryl Dragon
3. François Duvalier
4. Dorothy Gale
5. Theodore Geisel
6. Leslie Hornby
7. Claudia Johnson
8. Alice Liddell
9. James Moriarty
10. Arthur Pendragon
11. Yelberton Tittle
12. Elizabeth Windsor

—Robert L. Liddil

Answer Drawer, page 72

FOR THE RECORD

The Last Day of Christmas

On the first day of Christmas (December 26), my true love gave to me a partridge in a pear tree. Unfortunately, my lease precludes my owning a pet, so I decided I'd better take it back the following day (December 27). No sooner had I returned it to Partridge Mart than I found my true love had sent two turtle doves and a partridge (yes, another) in a pear tree. My plan was to return these three gifts, one each day for the next three days, beginning with the following day.

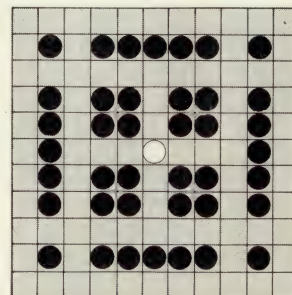
If my true love continued giving me the appropriate gifts for each of the 12 days of Christmas, and I continued returning one gift each day, on which day would I finally return the last item? —M. S.

Answer Drawer, page 72

TOUGH NUTS

Escapism

White's objective is to form a continuous chain from his position at the center to the edge of the board. He can place *two* white pieces on *any* open spaces at each turn, while Black can place only one piece at each of his turns. Assuming best defense by Black, how does White escape? White moves first.



—John Fairbairn

Answer Drawer, page 72



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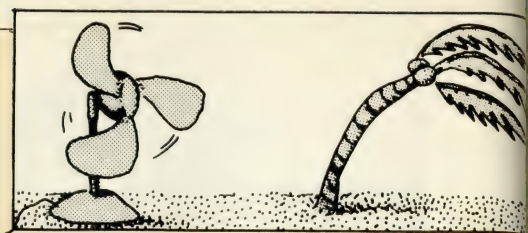
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TRIVIA

Role-Playing

These actors played similar roles in various episodes of a certain TV show. Can you name the show?

Joan Crawford	Art Carney
Talullah Bankhead	Eli Wallach
Shelley Winters	Anne Baxter
Joan Collins	Ethel Merman

—William A. Hendricks

Answer Drawer, page 72

WORDPLAY

Word Square

In a word square, letters are grouped to form the same words reading across and down. For example,

S	M	A	R	T
M	I	L	E	R
A	L	I	B	I
R	E	B	U	T
T	R	I	T	E

Using all the letters given below, complete the grid to form another such square.

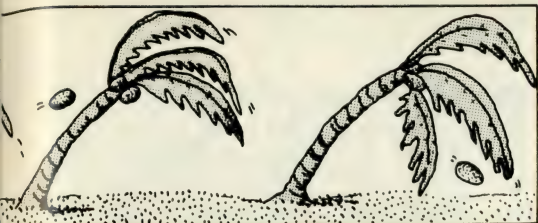
A A A D D D G
G H O O P R R
R R T T T

				E
		E		
	E		E	
		E		
E				

—N. M. Meyer

Answer Drawer, page 72

ILLUSTRATION BY NITA GRASSO



NO KIDDING

Come Again?

You may think you've heard everything, but you ain't heard nothin' yet. Here's an earful to test your auditory knowledge.

1. Where are a cricket's ears?
2. Which land animal can hear the highest pitch?
3. Do whales and dolphins have vocal chords?
4. What reptile has a true voice?
5. Which female insects sing?
6. Can fish hear?
7. Where have singing/talking postage stamps been issued?
8. Where are a butterfly's ears?
9. Can unhatched chicks communicate with each other?

—David Amos

Answer Drawer, page 72

NUMBER PLAY

Multiplication Tables

In this multiplication problem, the task is to replace the tables with digits. Identical tables represent the same digit.

Can you determine logically which digit each table stands for?



—Raymond D. Love

Answer Drawer, page 72

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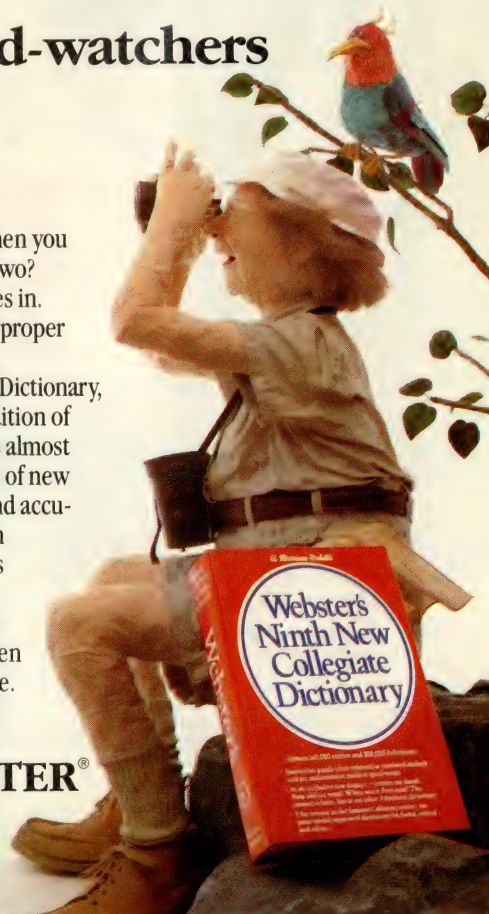
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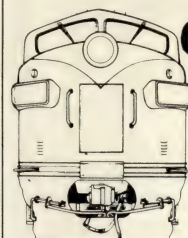
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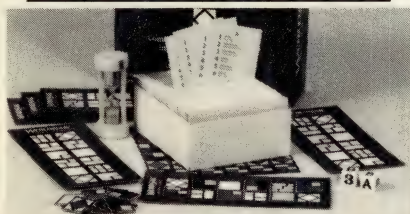


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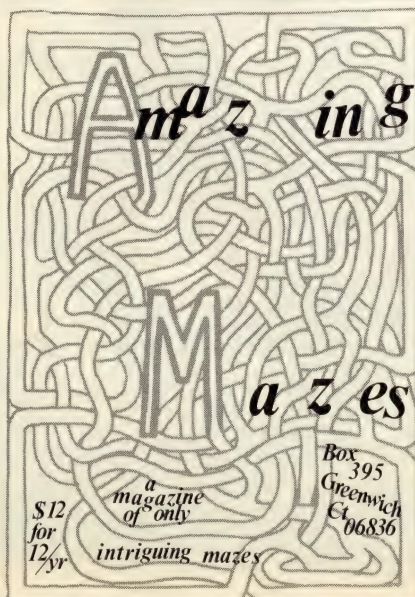
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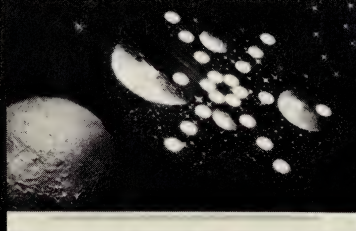
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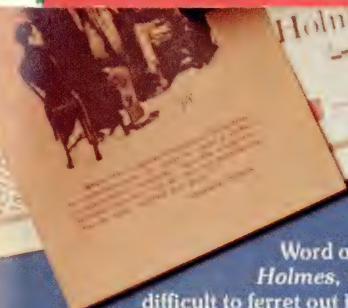
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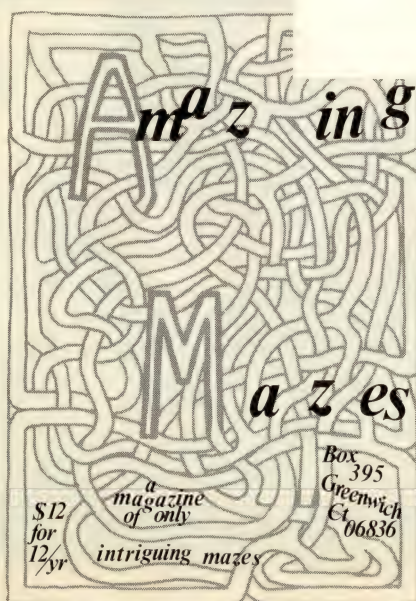
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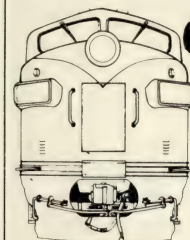
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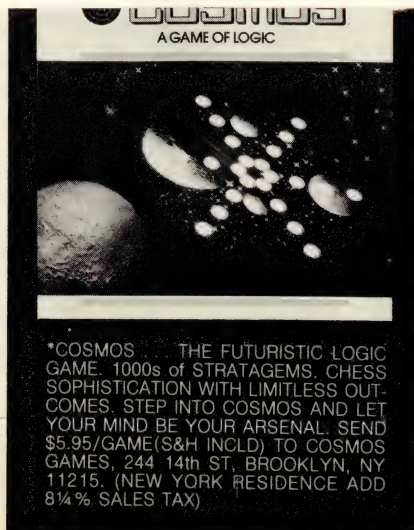
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ANSWER DRAWER

34 Special Favors

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Charlie Chaplin—candy cane
Sylvester Stallone—salt shaker
Liza Minnelli—lawn mower
Richard Pryor—rolling pin
Tom Brokaw—teddy bear
David Bowie—dart board
Sean Connery—Swiss cheese
Lucille Ball—light bulb
Teddy Roosevelt—tennis racket
Billy Graham—boxing gloves
Peter Sellers—pencil sharpener
Bjorn Borg—bowling ball

62 Eyeball Benders

1. Plastic coat hanger
2. Glue tube
3. Rubber glove
4. McDonald coffee stirrer
5. Padlock
6. Peach pit
7. Zipper
8. Link watchband

Background photo by Debra Kagan-Chevat

20 Matchbook Match-Up

1. (G) Repeated initial letters (London Lennie's, Buccaneer Bay, Century Cafe)
2. (C) Colors (pink, white, green)
3. (F) Stars (Polaris, "rising star," sun)
4. (A) Money (yen, centime, nickel)
5. (D) Wings
6. (H) Double O's (Taboo, Woods, Tandoor)
7. (B) Gloves
8. (E) Parts of the body (arms, rib, palm)

Matchbooks courtesy the collections of Cecilia Jennings, Shelia Phillips, and Nancy Schulman.

10 Logic

Letter Perfect

Geraldine received a sousaphone, Joan a harmonica, Matt a clam, Sam a vampire bat, and Veronica a slot machine.

Getting Hitched

Starting nearest the sleigh and proceeding forward in pairs from right to left, the reindeer were hitched in this order: Blitz in a pink blanket, Vixen in purple, Comet in black, Donner in yellow, Dasher in blue, Prancer in green, Dancer in white, and Cupid in red.

Santa's Reception

- 1 Snugg Crescent: Goode, building blocks, cocoa, and potato chips
- 2 Snugg Crescent: Kindley, dollhouse, orange juice, and a peanut butter sandwich
- 3 Snugg Crescent: Werth, calculator, milk, and chocolate kisses
- 4 Snugg Crescent: Hartfeldt, rocking horse, coffee, and beef jerky
- 5 Snugg Crescent: Cordgell, electric train, tea, and a brownie

33 Riddle Boxes

What did the man say when he saw four elephants in sunglasses coming down the street? (Nothing. He didn't recognize them.)

24 Trivia Game Trivia Game

Trivial Pursuit, Baby Boomer Edition

1. Apple Computers
2. Dopey
3. United Nations International Children's Emergency Fund
4. *The Fugitive*
5. Elvis Presley
6. Television
7. "Ohio" (Crosby, Stills, Nash, & Young)
8. *Ladies Home Journal*
9. Sam Ervin
10. Old Spice

TV Guide's TV Game

1. *The Outer Limits*
2. *Ding Dong School*
3. Fred
4. Grasshopper
5. Mike Nesmith
6. Robin's Nest
7. John Glenn
8. Valene Ewing
9. Desi Arnaz, Jr.
10. Wladziu

Trivia

1. Brothers Joe Jr., Robert, and Edward, and sisters Rosemary, Kathleen, Eunice, Patricia, and Jean
2. Tomato
3. Sherwin-Williams Co., in 1880
4. Archie Bunker's chair
5. Theodore Roosevelt
6. He sneezes and says "Ah-choo" in *At the Circus*.
7. Monstro
8. A fresh Jerusalem artichoke
9. Federal Insurance Contribution Act
10. Mrs. Mary E. Surratt

TIME: The Game

1. Zoot suits
2. Univac
3. Alexander Haig
4. Yuri Gagarin
5. The Pentagon Papers
6. Mediterranean fruit fly
7. Max Schmeling
8. UFOs
9. A cocker spaniel
10. Clarence Darrow

People

1. *The Great White North*
2. She was a jockey.
3. The Supreme Court
4. *North Dallas Forty*
5. Spencer
6. Rabbit
7. "It's Raining Men"
8. The Minnesota Vikings
9. Young Urban Professional
10. He discovered the Watgate break-in.

Solid Gold Music Trivia Game

1. Sunkist orange soda
2. Jackie Wilson
3. *The Rocky Horror Picture Show*
4. "Diamonds and Rust"
5. *Caveman*
6. Edison
7. Emerson, Lake, & Palmer
8. Bette Midler
9. "Ain't No Sunshine"
10. Tom Waits

The answers to the questions mentioned in the introduction are, respectively, Iwo Jima, Bobtail, and Callahan, and were taken from the Trivial Pursuit genus edition. Some of the questions in the quiz were slightly edited for space.

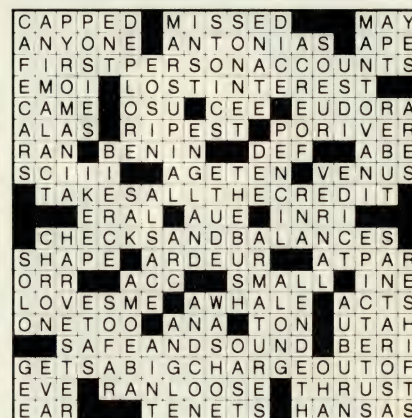
Trivial Pursuit genus edition, \$37.50, *Baby Boomer supplement*, \$27.50, *Selchow & Righter*; *TV Guide's TV Game*, *Trivia*, Inc., \$25; *Trivia*, *Avalon Hill*, \$38; *TIME: The Game*, *John Hansen Co.*, \$29.95; *People*, *Parker Bros.*, \$30; *Solid Gold Music Trivia Game*, *Ideal*, \$18.

44 Double Cross

- | | |
|---------------|-------------------|
| A. HASTEN | M. NAPKINS |
| B. ON THE LAM | N. DISTRUGHT |
| C. FASHIONED | O. THOR HEYERDAHL |
| D. FIGUREHEAD | P. HESSIAN |
| E. ENTIRE | Q. ELIMINATED |
| F. RADIANT | R. DAYDREAM |
| G. DWINDE | S. RACEWAY |
| H. EPITAPH | T. ANNIHILATE |
| I. VIEWING | U. GIMMICKRY |
| J. INVESTMENT | V. OUTWEIGH |
| K. LESS | W. NECKTIES |
| L. AMPLITUDE | |

I derive a sensuous pleasure from playing with ideas. Genuine ideas dance and sing. They sparkle and twinkle with mirth and mischief. They titillate the mind, kindle the imagination, and warm the heart. They have grace and promise.—(Eric) Hoffer, *(Between the) Devil and the Dragon*

43 Bank On It



41 Cryptic Warm-Up Puzzle

ACROSS

1. TAMALE. The answer TAMALE (defined as "Mexican food") is the word TALE ("story") around the word MA ("Mom"). The word "about" suggests the container.
4. CORRAL. The answer CORRAL ("pen") has the same sound as CHORALE. The words "for audience" suggest the homophone.
6. SIPHON. The word SIPHON ("draw off gas") is an anagram of the words IN SHOP. The term "sloppily" indicates that the letters may be rearranged to form the answer.
7. PIERCE. The word PIERCE in two different senses means "jab" and "President Franklin."

DOWN

1. TICK. The word TICK ("insect") is the word STICK without its initial letter (or "headless").
2. MARTINI. The answer MARTINI ("cocktail") is a combination of MARTIN ("comedian Steve") and I ("one").
3. LEATHER. The word LEATHER ("material") is literally found in the letters of "saLE AT HERman's."
5. ANTE. The answer ANTE ("stake") is the word ETNA ("volcano") in reverse. The reversal is suggested by the word "rising," which refers to the answer's vertical condition in the diagram.

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41 Cryptic Crossword

ACROSS

- 1 Penthouse (the U.S. Open)
- 6 Nile (line)
- 8 Nixon (no + X + in)
- 9 Warthogs (war + ghost)
- 10 Chowder (chow + red)
- 11 Streep (St. + peer)
- 14 Last place (Call-A-Pest)
- 16 Easel (cEASElessly)
- 17 Daisy (is + day)
- 19 Landscape (L + and + S + cape)
- 21 Sprain (r + Spain)
- 22 Darling (R.D. Laing)
- 25 Sediment (sent + dime)
- 26 Alibi (bail + I)
- 27 Mist (is + Mt.)
- 28 Overslept (pet lovers)

DOWN

- 1 Pina coladas (Al Pacino + DA's)
- 2 Noxious (no. + X + I + O + us)
- 3 Honed (telePHONE Directory)
- 4 Unworkable (a lower bunk)
- 5 Earn (urn)
- 6 No-hitters (thorniest)
- 7 Loggers (lagers)
- 12 Poltergeist (let sprite go)
- 13 Bernadette (burn a debt)
- 15 Physicist (fizz assist)
- 18 Israeli (is + I + Lear)
- 20 Asinine (A's + I + nine)
- 23 Reams (two meanings)
- 24 Hero (her + O, & lit.)

17 Escape From the Dungeon

You start by picking up everything you can: the 1-, 5-, 10-, and 25-pengo pieces, the flask of argon, and the three matchsticks. The message in the tapestry room is a cryptogram reading, "Behind the tapestry you'll find a secret passage leading to the chamber directly northward and the treasure chest located therein." The room to the north contains a chest too heavy for you to carry, so you must leave it, but you take the crossword, the solution of which is:

S	T	E	M
A	X	I	
A	L	A	S
G	E	M	S

Next you go to the gate and hire one of the gate-men to help you. You offer to pay him half of the treasure when you leave the dungeon but instead you lead him to the Magic Mirror, where he is turned from a GATEMAN into a NAMETAG. With the nametag you get past the guard and on to the Sphinx. The answer to the Sphinx's riddle is "a triangle," so you take the three matchsticks and form a triangle. The Sphinx allows you to pass, enabling you to pick up the key.

With the key, you go back to the gate, which you may now pass, and get in to see the wizard next door. You pay the wizard a pengo to turn the ARGON into an ORGAN (the musical kind). You play the organ, charming the cobra and enabling you to enter the magician's room. You pay the magician your last 40 pengos to turn the CROSSWORD into a SWORD by removing its "head" (CROS). Finally, you take the sword and slay the dragon. Free at last! (Unfortunately, the gem-filled treasure chest must remain behind in the dungeon.)

33 Twist Ties

1. Wrong, grown, groan, organ
2. Lame, male, mail, lima
3. Heros, horse, hoarse, ashore
4. Near, earn, urn, run
5. Stale, least, leased, sealed
6. Any, nay, neigh, hinge
7. Tower, wrote, rote, tore
8. Nail, lain, lane, lean
9. Spades, passed, past, spat
10. Aspire, praise, prays, raspy

WILD CARD ANSWERS

Hidden Meanings

With proper punctuation and spacing, the "words" would be:

1. Fl. oz. (fluid ounces)
2. Hilo, HI (Hawaii)
3. Vol. IX (Volume 9)
4. P.O. Box
5. Park Ave.
6. A.L. East (American League East)
7. (Former Senator) S. I. Hayakawa (R-CA) (Republican of California)

Who Are They Now?

1. Billy the Kid
2. The Captain (of the Captain and Tennille)
3. Papa Doc (the late President of Haiti)
4. Dorothy (of *The Wizard of Oz*)
5. Dr. Seuss
6. Twiggy
7. Lady Bird Johnson
8. Alice (of *Alice in Wonderland*)
9. Professor Moriarty (of the Sherlock Holmes stories)
10. King Arthur
11. Y.A. Tittle
12. Queen Elizabeth II

Angels We Have Heard on High

- "Angel Baby" (performed by Rosie & the Originals)
 "Angel of the Morning" (Juice Newton)
 "The Angels Listened In" (The Crests)
 "Teen Angel" (Mark Dinning)
 "Kiss an Angel Good Mornin'" (Charley Pride)
 "Johnny Angel" (Shelley Fabares)
 "Pretty Little Angel Eyes" (Curtis Lee)
 "Earth Angel" (The Penguins)
 "Devil or Angel" (Bobby Vee)
 "Got a Date With an Angel" (Hal Kemp and his Orchestra)
 "I Married an Angel" (written by Rodgers and Hart, from the Broadway musical of the same name)
 "Hark! The Herald Angels Sing" (Christmas carol composed by Mendelssohn)

The Last Day of Christmas

The last item would be returned on Christmas Day of the following year (or Christmas Eve if it's a leap year), allowing one full day of rest before the cycle begins again. There are a total of 364 gifts, as shown:

Day	
1	1 = 1
2	2 + 1 = 3
3	3 + 2 + 1 = 6
4	4 + 3 + 2 + 1 = 10
5	5 + 4 + 3 + 2 + 1 = 15
6	6 + 5 + 4 + 3 + 2 + 1 = 21
7	7 + 6 + 5 + 4 + 3 + 2 + 1 = 28
8	8 + 7 + 6 + 5 + 4 + 3 + 2 + 1 = 36
9	9 + 8 + 7 + 6 + 5 + 4 + 3 + 2 + 1 = 45
10	10 + 9 + 8 + 7 + 6 + 5 + 4 + 3 + 2 + 1 = 55
11	11 + 10 + 9 + 8 + 7 + 6 + 5 + 4 + 3 + 2 + 1 = 66
12	12 + 11 + 10 + 9 + 8 + 7 + 6 + 5 + 4 + 3 + 2 + 1 = 78
Total	364

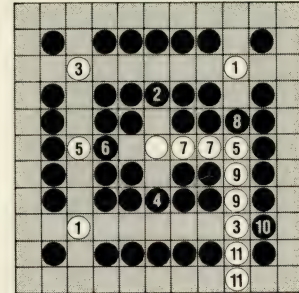
Based on an idea submitted by Christine Worth.

On Your Feet!

Shoes, socks, stockings, sneakers, slippers, sandals, skates, skis, spurs, and snowshoes, among others.

Escapism

Here's one way for White to form his chain, though other symmetrically equivalent solutions are possible.



Role-Playing

The show was *Batman*. Joan Crawford played The Devil; Talullah Bankhead, The Black Widow; Shelley Winters, Ma Parker; Joan Collins, The Siren; Art Carney, The Archer; Eli Wallach, Mr. Freeze; Anne Baxter, Olga (Egghead's assistant); Ethel Merman, Lola Lasagne.

Word Square

D	O	D	G	E
O	P	E	R	A
D	E	T	E	R
G	R	E	A	T
E	A	R	T	H

Come Again?

1. Its ears are on its knees.
2. Bats; fruit or vampire bats can hear frequencies as high as 150 kHz (20 kHz is the adult human limit).
3. No, but the sounds they make are so elaborate that, collectively, they're considered a language.
4. The crocodile has a true voice.
5. None; all singing is done by males.
6. Not with ears, which act only as balancing mechanisms; but fish do sense sound waves as pressure against other organs.
7. In Bhutan; they're miniature 45-rpm phonograph records.
8. They're in the base of its wings.
9. Yes—and with mother—so all can hatch at the same time, giving each an equal chance to survive.

Multiplication Tables

10425
× 5
52125

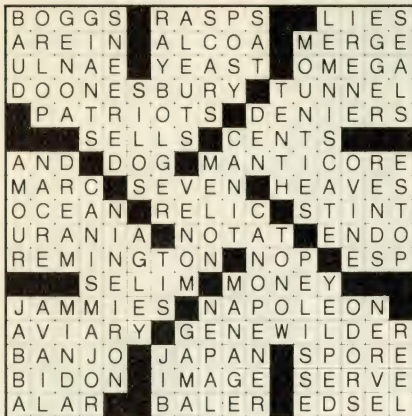


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47 Picture This

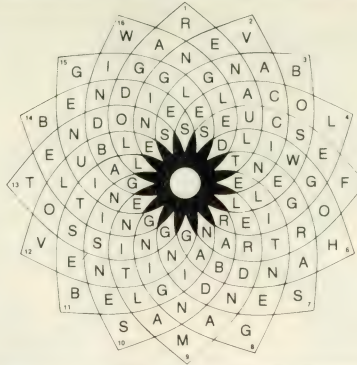


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31 Bar Hopping

- | | |
|---------------|-----------------|
| 1. Barbells | 9. Bargain |
| 2. Barley | 10. Bartholomew |
| 3. Barbarian | 11. Bartók |
| 4. Barge | 12. Barnard |
| 5. Bartlett's | 13. Barkley |
| 6. Barnacles | 14. Barnstormer |
| 7. Barbecue | 15. Barton |
| 8. Barnum | 16. Barbie |

29 Petal Pushers



23 For Crying Out Loud!

Left half, roughly left to right and top to bottom

Great balls of fire!
Great Caesar's ghost!
Pooh!
Baloney!
Fiddlesticks! (the violin resting on sticks)
Doggone! ("Out to Lunch" sign on doghouse)
Rats!

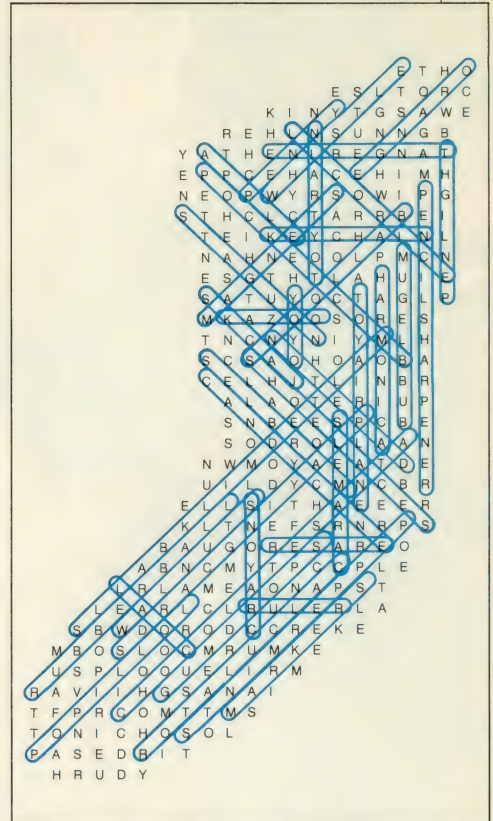
Rubbish!

Right

Oops! (two pictures of Alley Oop)
Hogwash!
Nuts!
Holy cow!
Darn! (darning the sock)
Hell's bells!
Leapin' lizards!

Puzzle idea by Emily Cox and Henry Rathvon.

30 Stocking Stuffers



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I certify that the statements made by me above are correct and complete.
(Signed)

Gerard Calabrese
Publisher

31 Order Blanks

L	A	R	G	E	T	E	E	T	H	S	A	T
E	L	I	O	T	O	L	L	I	E	E	W	E
F	I	F	T	H	C	O	L	U	M	N	C	A
T	E	T	H	E	R	D	I	S	T	O	R	T
		R	E	A	R	E	D		E	N	D	S
B	E	S	S	S	P	E	D		N	E	D	
A	G	I	T	A	T	E	D		A	N	W	A
B	O	X	E	R	S	M	A		Z	A	I	R
A	S	T	R	O		I	N	S	I	G	N	I
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E	R	S		A	A	R	O	N		T	R	A
W	E	E		S	N	A	P	S		S	E	N

36 Dszquphsbnt!

1. CRYPTON. "I know you were just being helpful. I'm trying not to think where you put my best dishes."
2. UNSOUGHT COUNSEL. Advice is seldom welcome, and those who want it the most always like it the least.—Lord Chesterfield.
3. UP IN SMOKE. Cigars may be hazardous to your health—especially if you light one in a dynamite factory.
4. NO OVERHEAD. Wicked feudal lord would not allow serf to build skylight because he hated peasant under glass.
5. ONE MAN'S MEAT. Dark mold that some scrape from old cheddar appears much like what others pay extra for in Roquefort.
6. GOT HIS DANDER UP? Upright hair stylist sued vice squad men who unjustly nabbed him for operating clip joint.
7. BETTER THAN YOU'D THINK. Weird-looking kiwi fruit, khaki-colored but delectable, often supplants kumquat on tropical menu.

48 Buzzwords

1. Beforehand (bee forehead)
 2. Bewitch (bee witch)
 3. Befriends (bee friends)
 4. Befitting (bee fitting)
 5. Bemuse (bee muse)
 6. Belabor (bee labor)
 7. Bedecked (bee decked)
 8. Belying (bee lying)
 9. Bedevil (bee devil)
 10. Betrayed (bee trade)
 11. Believing (bee leaving)
 12. Becoming (bee coming)
- Based on an idea by Rick Zimmerman.

42 Globe-Trotting

G	A	T	S		T	R	I	G		C	H	E	S
A	S	H	E		A	I	D	A		R	I	P	O
T	H	E	G	U	L	P	O	F	M	E	X	I	C
O	C	T	U	P	L	E		F	O	E		D	I
R	A	W	E	S	T		M	E	D		T	E	A
S	N	O			A	M	O	R		B	O	M	B
			S	A	L	V	O		T	O	K	I	L
		A	M	A	Z	E	I	N	G	R	E	E	C
S	T	A	T	U	S		L	E	A	R	N		
U	R	G	E	R		B	I	N	D		C	R	T
N	O	D	S		P	O	T		E	S	C	H	E
S	P	A		A	I	D		Z	O	O	L	O	G
P	I	L	A	S	T	E	R	O	F	P	A	R	I
O	N	E	R	S		G	O	O	F		R	A	N
T	E	N	E	T		A	N	T	S		A	L	A

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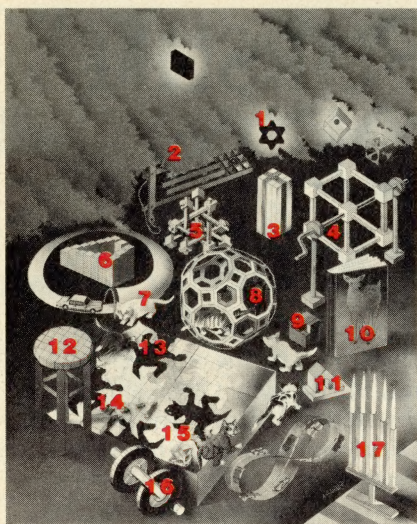
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Impossible Christmas Cover



The 17 visual paradoxes are numbered in the illustration above.

The paradox of the block-and-crank toy (4) is based on impossible triangles composed of three right angles each. Other items—the star ornament (1), the pipes toy (5), and the stool (12)—are similarly constructed.

The planks of the sled (2) switch planes as they turn into a box of ornaments, an illusion similar to the "shifting" perpendicular sides of the wrapped gift (3).

The "ever-downward" (or ever-upward) staircase (6), adapted from the well-known M. C. Escher print, is impossible in three dimensions.

The circular track (7) becomes its own tunnel.

The other three tree ornaments are possible in the real world. Similarly, the central large polyhedron is also possible to construct. The cat inside it (8) is another matter. Given its position in the polyhedron, its tail (being held out straight) cannot go through the hole as shown.

The three wooden blocks (9) would in real life fit together without the gap in the middle.

The deer's legs (10) become the spaces between them; the five candles fitting into seven candle holders (17) employ a similar illusion.

The drawings of cats (13) turn into real cats (another bow to Escher, who created the illusion with lizards). One drawn cat's paw overlaps a crayon (14). The piece of paper on which they are drawn turns into a box (15); this illusion is similar to the changing levels of the base of the toy house (11).

Finally, the right weight of the barbell (16) is impossibly oriented.

The Möbius-strip car track in the foreground is also quite possible, assuming the toy cars on it are magnetized. (To make a Möbius strip, take a strip of paper, give it a half twist, and tape the ends together. Then run your finger along the outside, which becomes the inside, which becomes . . .)

Besides Escher, the cover also adapts some of the illusions in the Japanese exhibition "A Museum of Fun," subject of the article "Beauty, Wonder, and Play," on page 12. Escher once said of his own work, "I cannot help mocking all our unwavering certainties. It is, for example, great fun deliberately to confuse two and three dimensions, the plane and space, or to poke fun at gravity."

Fake Advertisement

The Fake Ad announced in the Table of Contents was for Jigsaw Busters, and appeared on page 10. Idea by Rosemary Turpin.

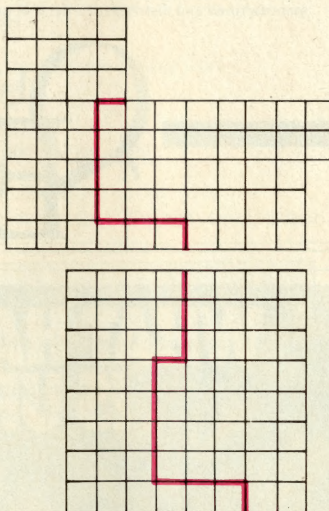
45 Tantalizers

1. **Color Scheme** One solution is shown below:

green	blue	white	yellow
yellow	red	green	blue
blue	white	yellow	red
red	green	blue	white

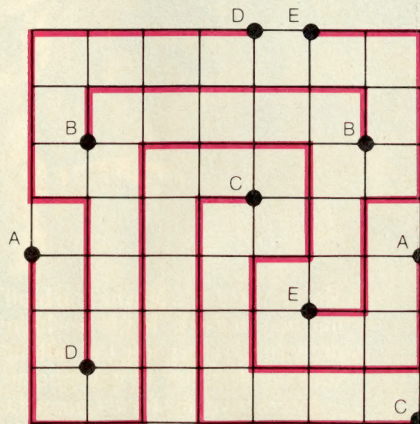
2. **Poker Face** The complete hand contains the nine of spades, the eight of diamonds, the five of spades, the four of clubs, and the two of hearts.

3. **Cutting the Rug** The correct cut is shown below, with the rejoined rug:



4. **Lettergrams** Our words: aria, aviate, gait, gave, gear, grave, gravitate, grit, rage, rave, rive, rivet, tear, trivet.

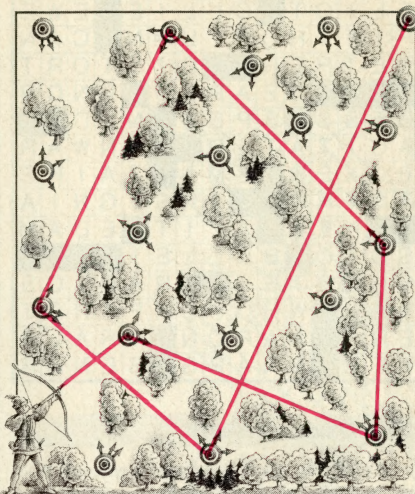
5. **Related Points** The solution is shown in red:



Puzzles for Geniuses: I and Puzzles for Geniuses: II, compiled by Darryl Francis and edited by David Pritchard (Prentice-Hall, 1984), are published at \$12.95 hardcover and \$5.95 paperback.

32 Target-Shooting

The correct sequence is shown below:



EUREKA

Eureka is dedicated to those venturesome spirits who, never settling for a ready answer, have fought their way to a better, more elegant, or more complete solution than one previously given in the Answer Drawer.

★ **What's the Good Word?** (Your Move, October, page 2). The first part of this challenge asked word fanciers to come up with a fairly common English word whose plural contains none of the same letters as the singular. The answer given, "kine," a plural of "cow," set off a stampede of Eureka's. "I" and "we," "me" and "us," were alternative solutions, the earliest of which were sent in by Ann B. Thompson, of Medfield, MA, and Edward J. Ridler, of Depew, NY.

Part two asked for a common seven-letter word whose first, fourth, and seventh letters are the same, whose second and fifth letters are the same, and whose third and sixth letters are the same. Phillip Latham, of Greenville, KY, wrote to suggest "entente" as an addition to the answer "alfalfa."

COMING DISTRACTIONS

JANUARY

Start the new year with a zap!

Fly off with the sci-fi spaceships on the cover, and take an inside look at the movie magicians who create them, with an article and a quiz featuring scenes from the special-effects blockbusters.

Other timely twistors include "Beastly Beguilers"; a Zoom-in Mappit; "Snow Job," a ski lodge scene that takes on new properties when a blizzard hits; and a user-friendly computer column detailing the best of the new graphics programs.

Plus The return of the Pathfinder in Pencilwise, Quotation Connect-the-Dots, the GAMES Horoscope, a new two-player strategy game, Wild Cards, Answer Drawer, confetti, and noisemakers.

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December 11



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signal is recorded on a shallower level. JVC's Hi-Fi VHS has a frequency response of 20-20,000 Hz and a dynamic range of more than 80 dB.

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HR-D725U



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